武装少女RPG プリンセスウイング／OXIDEENGINE

Armed Girl RPG
Princess Wing

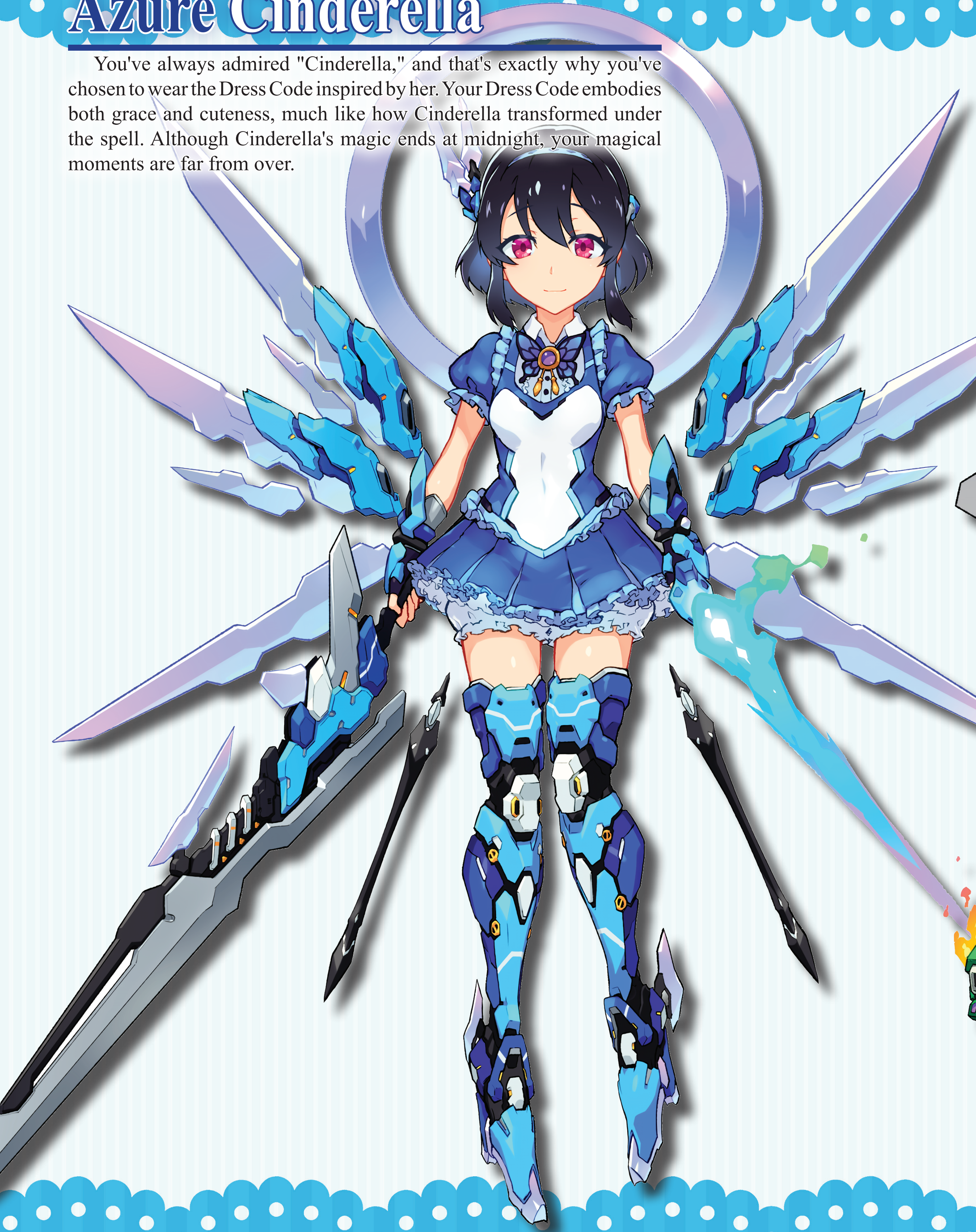
Hayato Suzumiya/N.G.P

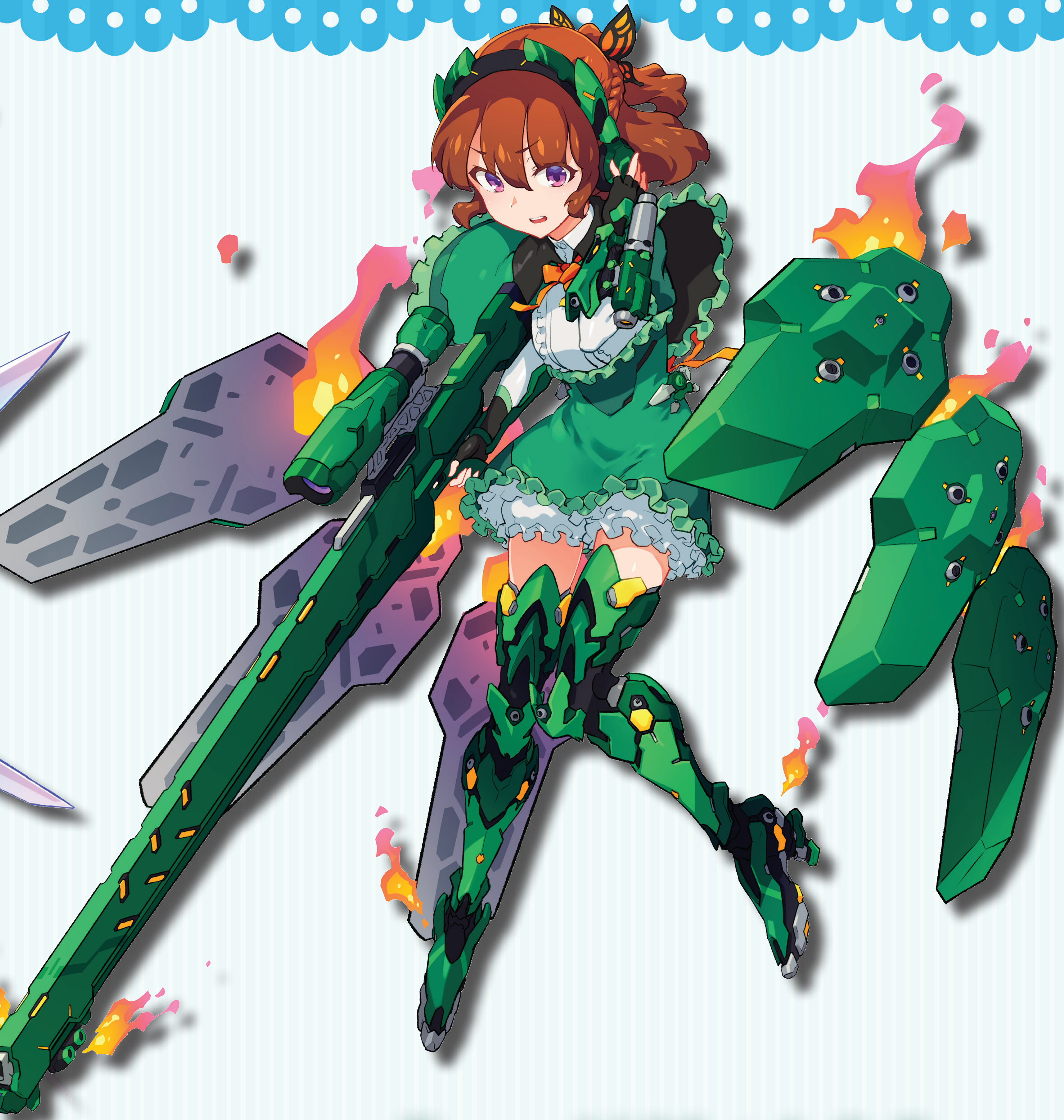
Welcome to the Princess Training Academy "Fairy Tale"!

Let's transform your hopes into wings and soar towards your dreams!

Azure Cinderella

You've always admired "Cinderella," and that's exactly why you've chosen to wear the Dress Code inspired by her. Your Dress Code embodies both grace and cuteness, much like how Cinderella transformed under the spell. Although Cinderella's magic ends at midnight, your magical moments are far from over.



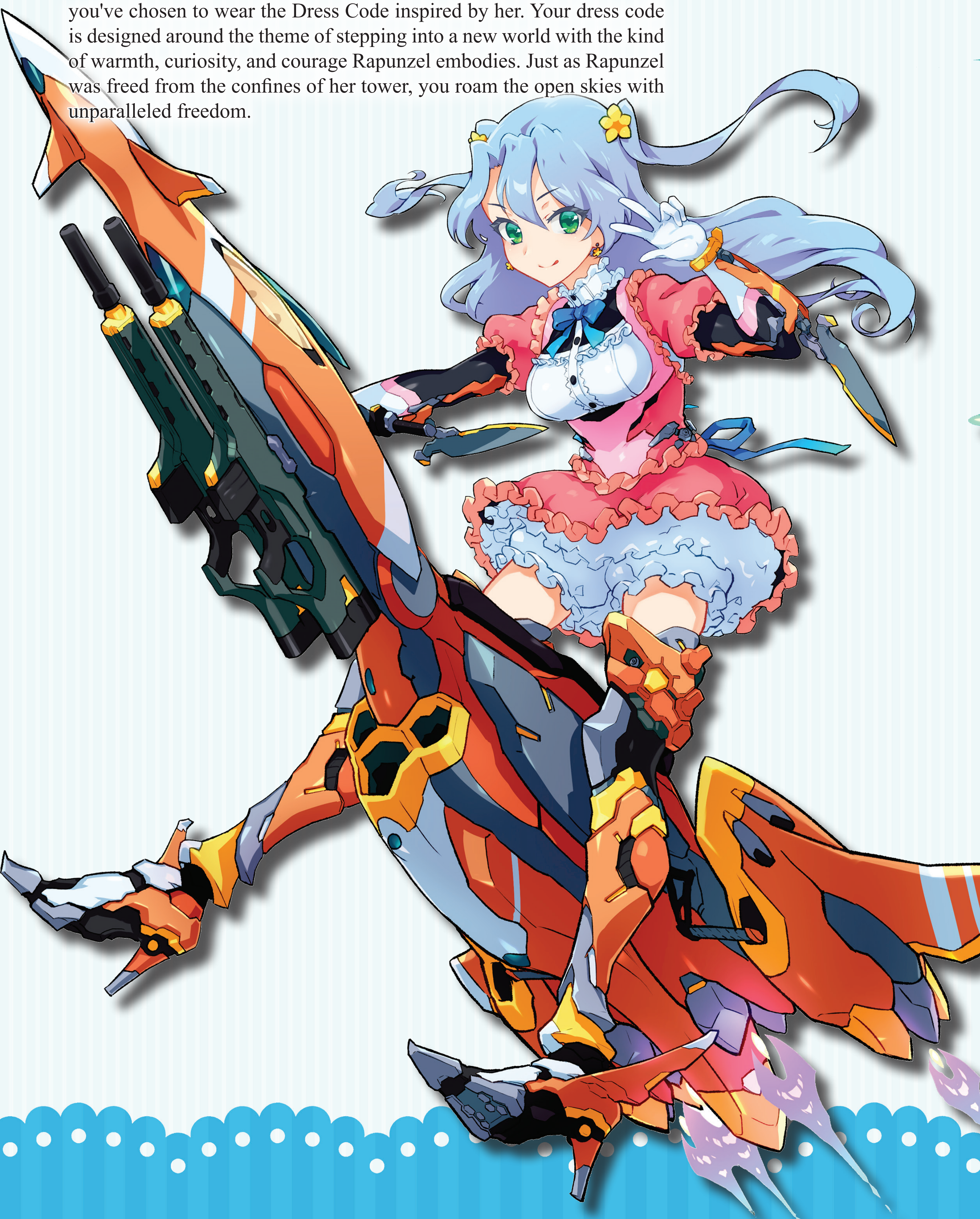


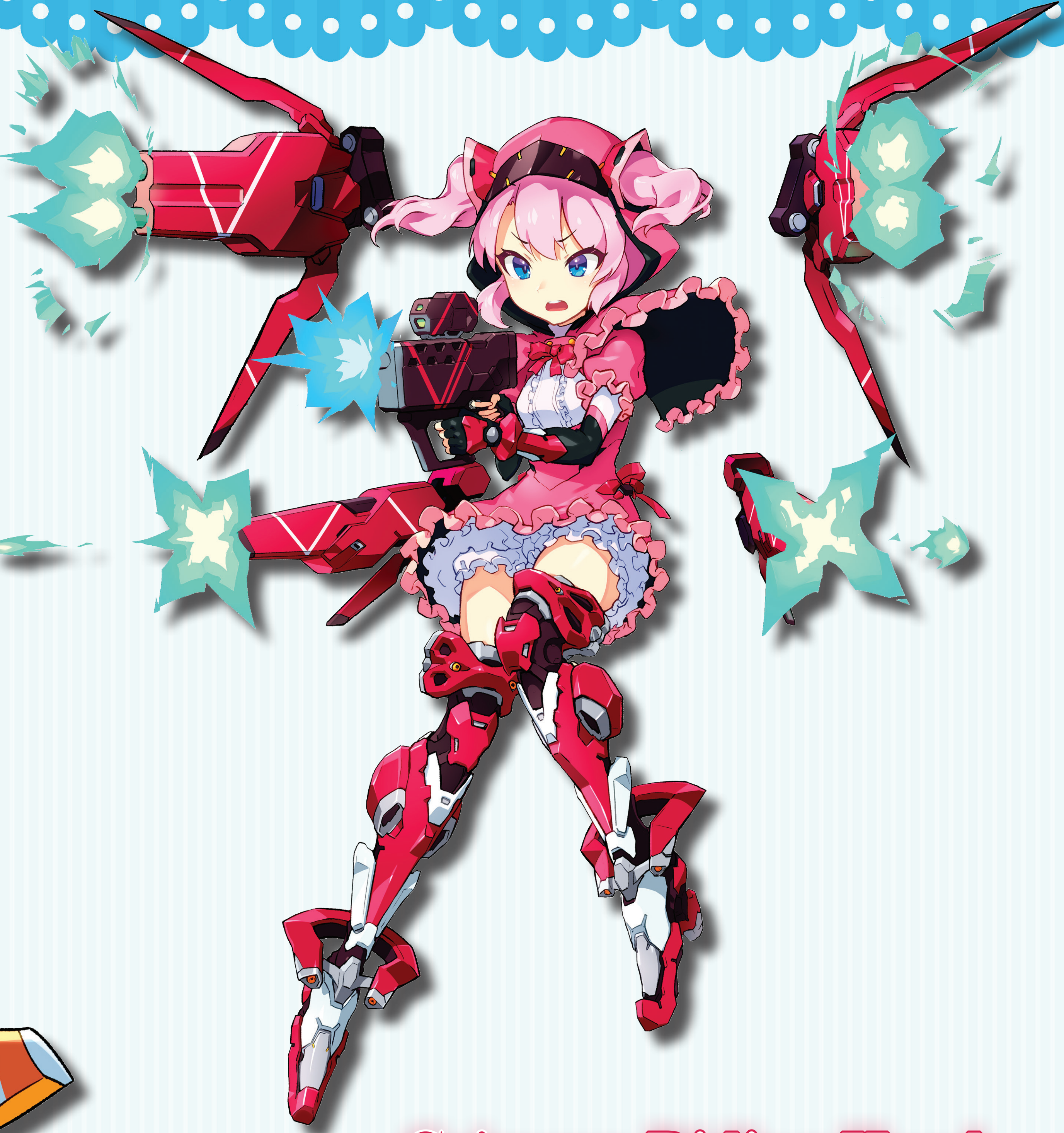
Emerald Match Seller

You love "The Little Match Girl," and for that reason, you've donned a Dress Code inspired by her story. Your dress is adorned with designs that evoke the fantastical flames the Little Match Girl saw in her final moments. While she met her end amidst hardships and ascended to heaven, you shall continue to fight to protect your peaceful everyday life.

Radiant Rapunzel

You've always dreamed of a story like "Rapunzel," which is why you've chosen to wear the Dress Code inspired by her. Your dress code is designed around the theme of stepping into a new world with the kind of warmth, curiosity, and courage Rapunzel embodies. Just as Rapunzel was freed from the confines of her tower, you roam the open skies with unparalleled freedom.



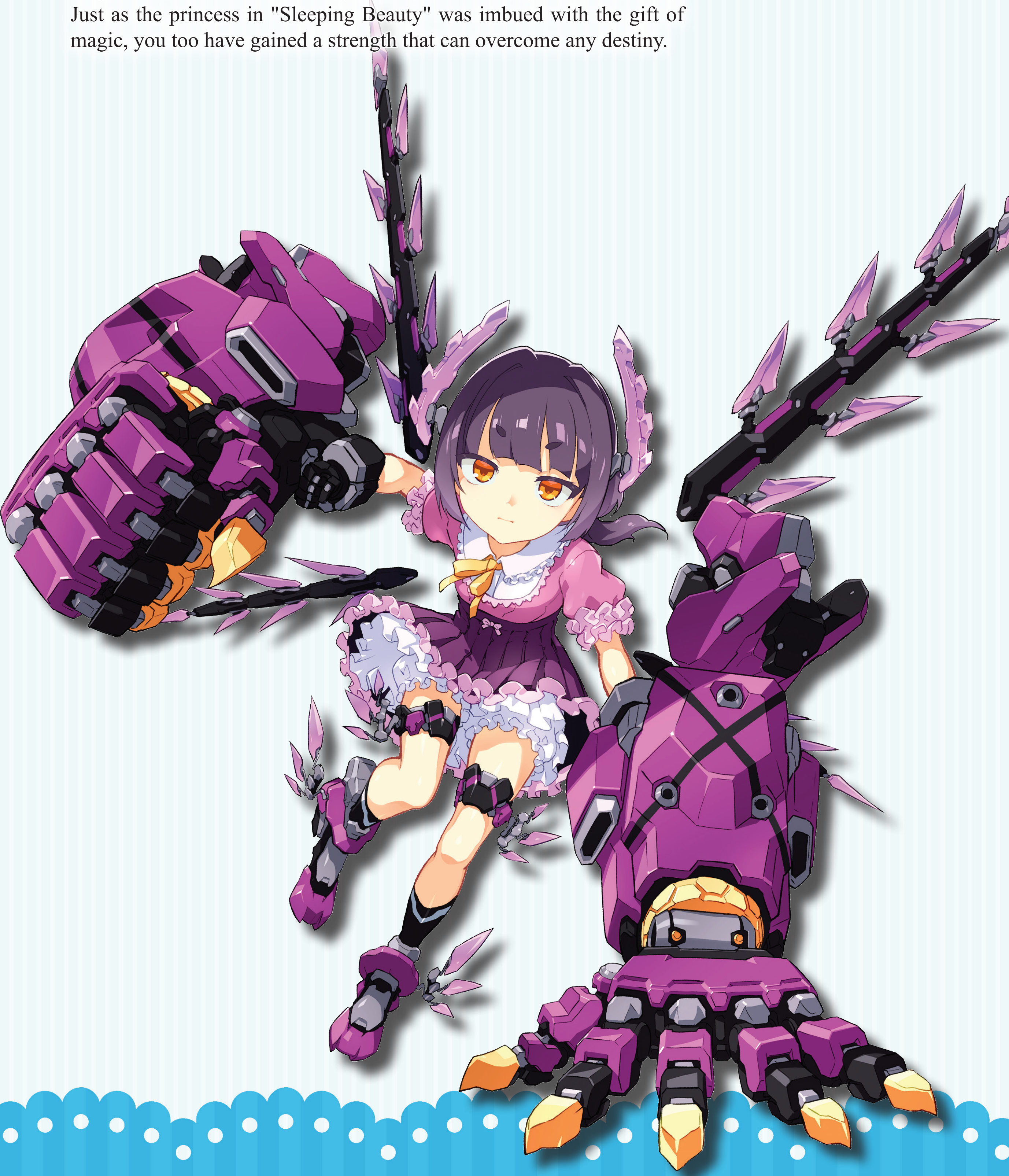


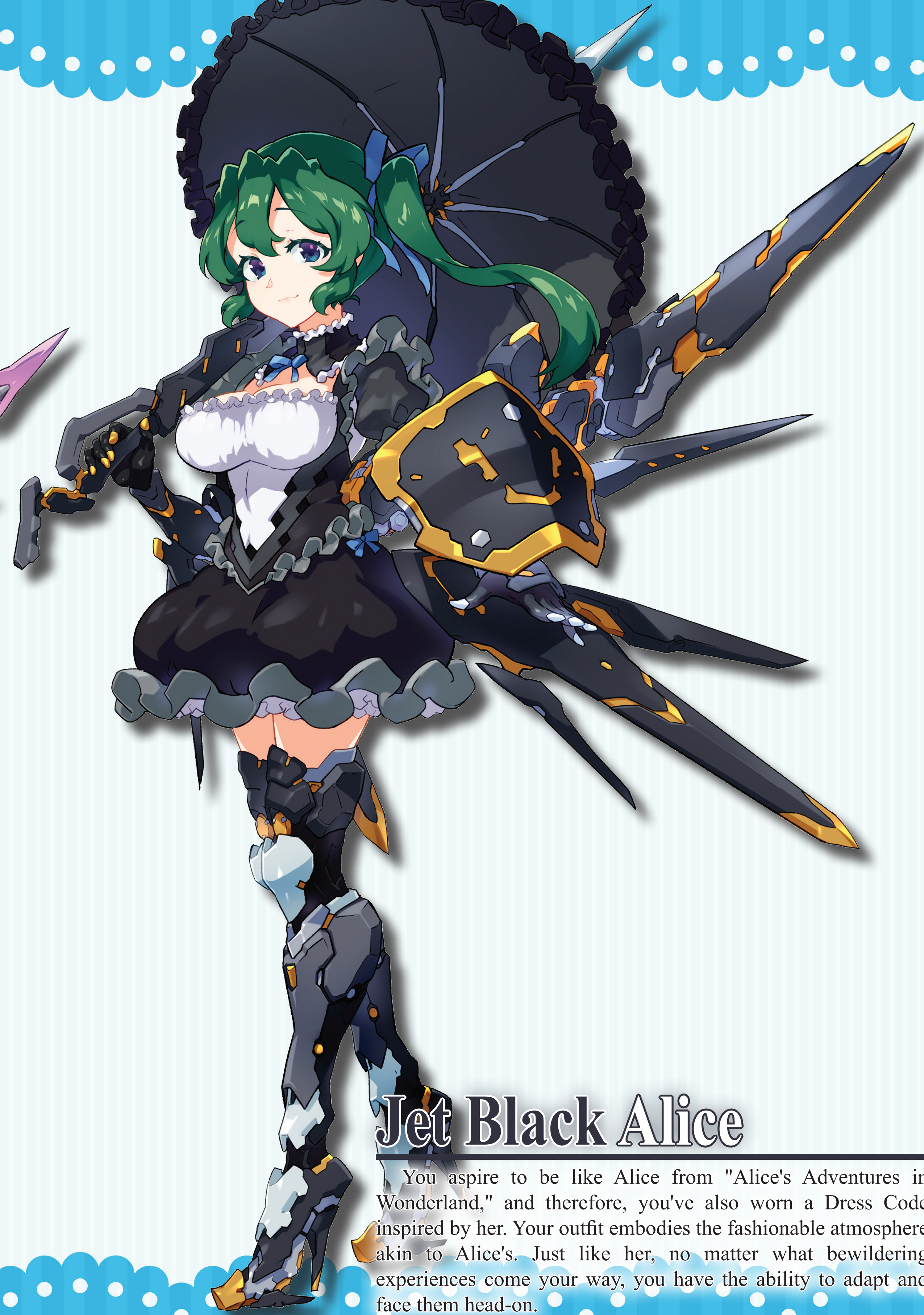
Crimson Riding Hood

Since childhood, you've loved reading the storybook of "Little Red Riding Hood." That's why you've donned a dress code inspired by her as well. Your outfit captures the innocent charm and cuteness characteristic of Little Red Riding Hood. Relishing in battles filled with the same kind of thrills as her story, you courageously pull the trigger against your foes.

Violet Thorn Princess

You've always admired the tale of "Sleeping Beauty," and that's why you've chosen a Dress Code inspired by it. Your outfit, crafted with a magnificent and fantastical design, is based on the story's aura of fantasy. Just as the princess in "Sleeping Beauty" was imbued with the gift of magic, you too have gained a strength that can overcome any destiny.



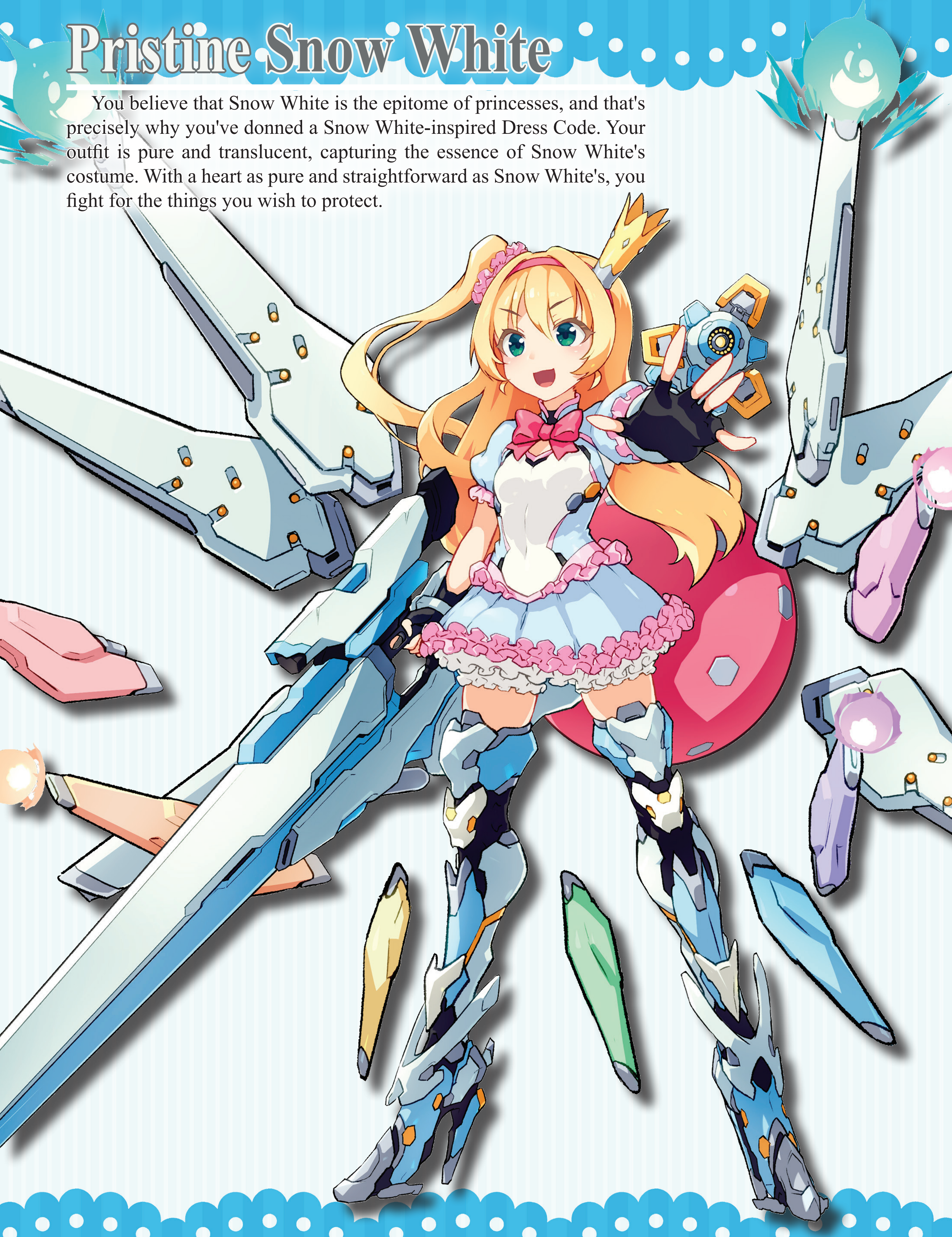


Jet Black Alice

You aspire to be like Alice from "Alice's Adventures in Wonderland," and therefore, you've also worn a Dress Code inspired by her. Your outfit embodies the fashionable atmosphere akin to Alice's. Just like her, no matter what bewildering experiences come your way, you have the ability to adapt and face them head-on.

Pristine Snow White

You believe that Snow White is the epitome of princesses, and that's precisely why you've donned a Snow White-inspired Dress Code. Your outfit is pure and translucent, capturing the essence of Snow White's costume. With a heart as pure and straightforward as Snow White's, you fight for the things you wish to protect.



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Introduction

About This Book

This book is the rulebook for the tabletop role-playing game (TRPG) titled “Armed Girl RPG Princess Wing.” Within this book, you will find instructions on how to play “Armed Girl RPG Princess Wing” and details about the game’s world and setting.

As you read this book, you will be able to play the game “Armed Girl RPG Princess Wing” based on the contents written here. If you have no idea how to play, please read the following section titled “What is a TRPG?”

What is a TRPG?

Are you familiar with TRPGs?

A TRPG is a type of game where you don’t use game consoles or smartphones. Instead, you create a story through interactions with others, becoming the protagonist of that story.

Weaving a Story through Dialogue

To explain TRPGs simply, it is a game where you create your own original character, express their actions and dialogue freely, and progress through a story within conversations between people.

The most important aspect is the element of “dialogue between people.” TRPGs are games played with multiple individuals coming together to communicate and interact.

Roleplay

An essential element of TRPGs is “roleplay.” Roleplay involves consciously taking on the role of your character and expressing their movements and dialogue freely through words.

Imagine games like “playing house” or “doctor.” In “playing house,” various roles such as the mother or father are portrayed, each with conscious acting. In TRPGs, it’s similar – each participant creates original characters and considers how these characters fit into the story, moving them accordingly.

Do I Have to Act?

You might think that roleplaying requires acting skills and could be embarrassing or difficult. However, in roleplaying, you don’t necessarily need to express character dialogue and gestures through acting like actors or voice actors.

For example, you could say, “The character laughed and said, ‘blah blah blah,’” narrating the expression, or you could convey the atmosphere by saying, “My character said something really cool!” Thinking this way, it doesn’t seem too embarrassing and appears quite easy.

Of course, fully embodying the character’s dialogue or expressing their movements through gestures is also valid in roleplay.

In TRPG roleplay, the most important thing is to “move the character in a way that’s fun for oneself” and “progress the game so that everyone can enjoy it.”

Who are The Participants?

In TRPG, there are two roles for participants: the Game Master (GM) and the Players (PL).

The GM acts as the facilitator of the game and narrates each scene using the outline of a “scenario,” describing them in words.

PLs, within the scenes described by the GM, freely depict their characters’ actions, dialogues, and demeanor.

Here is an example of an interaction between the GM and PLs...

GM: Now, onto the next scene. You are in front of the grave of your close friend who once died protecting you. Near the grave stands a cherry blossom tree, with petals dancing around you.

PL: Then... my character is silently praying, driven by regret and self-blame.

GM: I see. As you are praying silently, someone calls your name from behind. When you turn around, there stands your friend, who was supposed to be dead, in their former appearance.

PL: What!? Then... I'll say, "You, why... why are you here?" I take a step back without thinking.

GM: I see. Then, facing your confusion, she smiles gently at you. And so on...

In this way, we will continue to portray the characters' situations through conversation.

The Enjoyment of TRPG

The enjoyment of TRPG includes...

①**Crafting your own unique character! You have the freedom to decide appearances, personalities, belongings, and abilities!**

②**Unparalleled freedom in controlling your character's actions! From dialogue to movements and even combat theatrics, you can move as you please!**

③**Characters created by each participant can engage in conversations and build relationships in various situations!**

④**Because the gameplay is improvised, unexpected developments can arise!**

... and more. Of course, these are just a few aspects. The depth of enjoyment in TRPG is truly vast, and different players can find various charms in the experience.

How to Play TRPG

In TRPG, playing a complete story from start to finish is called a "session."

There are two types of sessions.

Offline Sessions

When participants physically gather around a table to play, it's called an "offline session" (or "offline" for short). The advantage of offline sessions is that "communication is easier since you can see each other."

Additionally, "conventions" for playing TRPG events are held nationwide. It might be a good idea to look for nearby conventions online.

Online Sessions

Playing with distant friends using the internet is called an "online session" (or "on-se" for short). The benefit of online sessions is that "you can easily play with people even if you're physically far apart." Also, playing for a few hours on weekday nights or relaxing and playing in your own room are advantages.

You can invite friends, acquaintances, or participate in player recruitment conducted online.

However, for online sessions, there are various types, such as "Voice Sessions" (or "voice" for short) where you converse using voice chat, "Text Sessions" (or "text" for short) where you progress the story through text chat, and "Semi-Text Sessions" (or "semi-text" for short) where you use voice chat for conversation but text chat for story development. Since these are different and cannot be played together, make sure to confirm the method being used when inviting or joining.

Welcome to the World of Princess Wing

From here, we will provide a brief explanation of the game known as “Armed Girl RPG Princess Wing” (hereafter abbreviated as “PW”), which is one of the TRPGs.

What is Princess Wing?

PW is a game set in a near-future academy city where “Princesses” equipped with armed weapons battle against the mechanical life forms known as “Void.”

Game Setting

The world of “PW” is a slightly futuristic version of the present day. The lives of ordinary people are similar to the present, but there are “Princesses” who possess the power to combat the space-born mechanical life forms “Void,” and this unique aspect is widely recognized.

Princesses

These are humans who wear a wearable weapon called “Dress Code” to battle against “Void.” Most are young women in their late teens to early twenties, leading normal lives as students in a training academy while facing the battles against the Void when necessary.

Precious Energy

This power is born from the positive “heart” of a human. It serves as the power source for the “Dress Code” and is the only method to inflict damage on the “Void.”

Dress Code

Created by humanity to combat the Void, it is a wearable armor. It consists of the clothing-like “Princess Core” and four parts of “Armaments.”

Void

These are mechanical life forms that arrived from space 30 years ago. They possess extremely high offensive capabilities and combat strength, and only the Princesses can stand against them.

Game Objective

In “PW,” participants weave a story through dialogue.

While some might associate games with the goal of winning, “PW” does not determine winners or losers among participants.

The objective of “PW” is for “all participants to share an enjoyable time.” In other words, the most important thing is for everyone who participated to share the feeling of “having fun” when the session concludes.

About This Book

This book will explain the structure and basic rules.

Symbols

In the text of this book, symbols are used to distinguish between regular words and game-specific terms.

【 】: **Ability Values**

Symbols or words enclosed within【 】represent character ability values. These include【HP】【TP】【SS Value】, and【Movement Value】.

[ ]: **Rule Terminology and Formulas**

Words enclosed within [ ] indicate game-specific usage. For example, terms like [Combat], [Armed Attack], and [Effective] are represented this way. Additionally, formulas are enclosed within [ ] to make them distinct from other text.

〈 〉: **Special Techniques and Armaments**

Words enclosed within 〈 〉 represent data related to character use of 〈Special Techniques〉, 〈Armaments〉, and 〈Wing Drive. This can involve categories like 〈Special Techniques〉 or 〈Armament〉, or specific names like 〈Tackle〉, 〈Divide Saber〉, and 〈Blue Wing〉.

About Third-Person Pronoun Usage

In this book, considering the game's world, we use third-person pronouns such as "she/her" for Princesses and "he/him" for Void and unidentified groups. These terms are chosen to enhance readability while aligning with the game's setting, and there is no intention to discriminate against or ignore specific genders.

Basic Procedures

Let's explain the fundamental rules for playing "PW."

Fraction

In "PW," when calculations result in fractions, they are generally round down.

Submitting a Hand

"Submitting a hand" refers to selecting one card from your hand and playing it on the field. After confirming the contents of the submitted card (such as the number and suit), move it to the discard pile.

Discarding Cards from Your Hand

Discarding cards from your hand means placing cards from your hand into the discard pile. The number of cards discarded, whether it's optional or random, may vary based on the effect.

Hand Limit

PLs have a hand limit of 10 cards, while the GM's hand limit is 15 cards. Drawing cards beyond the limit is not allowed.

Reading Cards and Numbers

In a deck of cards, there are A (Aces), numbered 2 to 10, and also J (Jacks), Q (Queens), K (Kings), and Jokers.

When referring to "cards of the same value," A, J, Q, and K are treated as cards of the same kind. For instance, "Q Hearts" and "Q Diamonds" are considered "cards of the same value."

Jokers can be used as "a card of any suit and any value."

They are also used in 〈Special Techniques〉 and 〈Armaments〉 specified as "by submitting a Joker," where a Joker is treated as a card that doesn't correspond to any suit or value (a card with no matching suit or value).

Note that when specific numerical values are referred to in rules or random determinations, A is 1, J is 11, Q is 12, and K is 13.

Deck Reset

When the deck is depleted to zero cards, the GM should immediately gather the cards from the discard pile, shuffle them face down, and place them as the new deck on the table.

For example, if the deck has only one card left and a situation requires drawing two cards, draw one card, perform [Deck Reset], and then draw another card.

DOC

An abbreviation for Draw or Choice. It is a method when come to data tables. It represents the choice between "drawing a card from the deck and selecting the corresponding value" (Draw) or "freely choosing from the content written on the table" (Choice).

Cards drawn through Draw are immediately returned to the deck and shuffled after confirming their content.

If there is an entry labeled "Extra" on the table, it indicates that this entry must be optionally selected (Choice).

Necessary Element

Let's explain what you need to play "PW."

Participants

When playing "PW," you need one GM and 1 to 3 PLs. Be mindful that the scenario you're playing might specify the number of participants, so pay attention when gathering players.

Playing Cards

In "PW," the game progresses using playing cards. Make sure to have one deck (54 cards, including two Jokers). For online sessions, use tools with playing card functionality.

Writing Tools and Game Pieces

You will need pens, pencils, erasers, and tokens to manage characters.

Various Sheets

In “PW,” several sheets are used to manage characters and the game’s progress. You can make copies of those provided at the end of this book or download them from the official website for use.

Note that preparing these sheets alone as the GM can be quite challenging. To avoid overburdening the GM, players should proactively offer to prepare the sheets.

Character Sheet

This sheet is used to record and manage information about player characters (PCs). One sheet is required per PC.

Variation Sheet

This sheet is used to manage the ⟨Armaments⟩ possessed by PCs that switch between multiple variations (sets of ⟨Armaments⟩) to fight. It is necessary when characters are specified to “prepare variations” with acquired data.

Record Sheet

This sheet is used by players to take notes about PC statuses and story details. One sheet is required per PC.

Session Sheet

This sheet is used by the GM to keep track of PC information. One sheet is required for each session.

Combat Map Sheet

This sheet is necessary when PCs engage in [Combat] (P116), used to manage PCs position. One sheet is required per session.

Summary Sheet

A sheet summarizing the key points of “PW” rules. If there are players who are new to the game or not yet familiar with it, having a separate sheet for each of them can help facilitate smoother sessions.

Terminology

Here, we will explain the terms used in “PW.”

PW: Short for Armed Girl RPG Princess Wing, which is the official abbreviation for this work.

GM: Short for Game Master. Refers to the person responsible for guiding the game’s progression, adjudicating rules, role-playing certain characters in the scenario, and more. In “PW,” at least one GM is necessary.

PL: Short for Player. Refers to the person who operates a self-created Princess character and plays the role in the scenario.

PC: Abbreviation for Player Character. Refers to the characters created and role-played by players.

NPC: Abbreviation for Non-Player Character. Refers to characters in the scenario other than PCs. Generally, the GM handles the role-playing of NPCs.

Character: Used to collectively refer to both PCs and NPCs.

Session: Refers to playing a scenario in “PW.”

Scenario: Refers to the entirety of the story flow and data required to play the game.

Card: “PW” uses playing cards for gameplay. In this book, “card” refers to the playing cards of a standard deck.

Hand: Refers to the cards temporarily held by PL or GM during the game. A hand can have zero cards or multiple cards. Each participant manages their own hand. PL always displays their hand face up during the game, while GM plays with their hand face down, keeping it hidden from PL.

Deck: Refers to the stack used by PL or GM to draw cards during the game. It is created by shuffling a stack of cards face down and placing it in a suitable location. One shared deck is prepared for everyone to use.

Discard Pile: Refers to the place where PL or GM puts used cards during the game. Cards in the discard pile are stacked face up, and both PL and GM can check the contents of the discard pile at any time. One shared discard pile is prepared for everyone to use.

Suit: Refers to the four symbols (spades, clubs, hearts, diamonds) depicted on the playing cards. In “PW,” the Joker can also be treated as a card of any suit (and any type).

WORLD SECTION

PRINCESS WING

The World of Princess Wing

The world that serves as the backdrop for "PW" is strikingly similar to our own. Yet, when you gaze up at the sky, you might spot the figures of "Princesses" adorned with dress-like armaments, or upon opening the news, you'll read about incidents involving the mechanical lifeforms known as "Void." Numerous elements distinct from our own world are present.

Now, let's delve into a detailed explanation of the world that serves as the setting for "PW."

Guardians of the World

First, let's provide a brief overview of the current state of this world and the events that have led to it.

About 30 years ago, a certain presence visited Earth during our peaceful era.
These were the metallic-bodied, self-replicating, highly aggressive mechanical lifeforms known as the "Void." Hailing from space, they promptly launched an assault on all lifeforms residing on Earth.

Humanity named these machine lifeforms "Void" and began a resistance. However, the weapons and armaments mankind possessed couldn't even scratch the Void, resulting in the destruction of many cities and the loss of countless lives.

At a moment of near-despair, an incident occurred. A single girl fired a shot to protect a friend, and that shot managed to damage a small Void.

This event became the catalyst for humanity's discovery of "Precious Energy," which stems from the "heart." Through unity spanning regions and nations, humanity developed "Dress Code," armaments worn that utilized Precious Energy. With these, they successfully drove the Void from Earth.

Presently, the Void's full-scale re-invasion has not succeeded. A significant factor behind this is the existence of "Princesses." These individuals lead lives mostly akin to ordinary people, but when the Void appears on Earth, they don their Dress Codes and engage in combat. Thanks to their efforts, the damage caused by the Void is kept to a minimum.

The sight of Princesses donning beautiful Dress Codes and soaring through the skies represents a symbol of world peace and the people's hope.

Structure of this Section

Starting from the next page, we will provide a detailed explanation of the world's history, current state, and more in "PW."

Past Events (P17)

This section explains pivotal events that have shaped the course of history leading up to the present.

Princess (P18~)

Elaborates on the setting related to Princesses, the main characters (PCs) of "PW." It includes details about the source of their power, "Precious Energy," as well as the Dress Codes they wear for battle.

Void (P25~)

Expounds on the enemies of the Princesses, the "Void." This section covers their ecology, functional characteristics, and higher entities known as "Queen Voids."

Misora City (P30~)

Explains "Misora City," the primary setting of "PW."

Fairy Tale (P34~)

Explores the Princess Training Academy, "Fairy Tale," where PCs are assumed to be enrolled.

NPC List (P41~)

Introduces notable figures from Misora City, Fairy Tale, and adversaries such as the Queen Voids that PCs may encounter.

Past Events

From the Emergence of the Void to the Present, we introduce the major events.

About 30 Years Ago: The Tagish Incident

A meteorite fell near Lake Tagish in western Canada. Scholars investigating the site witnessed the emergence of countless small, multi-legged machines from the center of the crater.

Although the machines disappeared, similar reports of machine sightings emerged worldwide a few weeks later. This event, later named the "Tagish Incident," is believed to be the arrival of a Void reconnaissance team gathering information about Earth.

About 30 Years Ago: Worldwide Invasion

Space development organizations worldwide detected the arrival of numerous objects from space. Initially predicted to burn up upon entering the atmosphere, these incoming objects adjusted their entry angles and penetrated the atmosphere, appearing above cities across the globe.

They shed their outer shells to transform into forms reminiscent of organisms and began attacking indiscriminately. Military forces from various countries swiftly engaged in resistance, but their efforts proved futile, plunging the world into chaos.

About 30 Years Ago: Naming of the Void

Scientific analysis revealed the existence of a dimension barrier that transfers impact to a hyperspace void (a region in space where galaxies are mostly absent) on the surface of the mechanical lifeforms. These lifeforms were subsequently named "Void" due to this functionality.

About 29 Years Ago: The First Brit Incident

Approximately a year after the Void's attacks commenced, the Void swarmed a small town on the East Coast of the United States. Despite the efforts of the military, the town was devastated. Strangely, the Void began to retreat, sparing the inhabitants from complete annihilation.

Subsequent investigations revealed that a teenage girl in the town had fired a handgun lying nearby to protect her friends, damaging the Void. The girl had never received combat training, and the handgun was a mass-produced model. Nonetheless, this incident provided a glimmer of hope, prompting research institutions to request the girl's assistance and begin seeking ways to defeat the Void.

About 28 Years Ago: Discovery of Precious Energy

Through the collaboration of the girl from the "First Brit Incident" and other children of her age, it was discovered that power originating from the human "heart" could neutralize the Void's barriers. This power was named "Precious Energy" by research institutions.

About 26 Years Ago: Generation 0 Dress Code

To efficiently harness Precious Energy, a full-body suit integrated with weaponry called "Dress Code" was developed.

The prototype Generation 0 Dress Code, "Eve," was deployed in a test battle and successfully vanquished the Void. Humanity finally signaled the beginning of its counterattack.

About 24 Years Ago: Operation Dance Party

The counterattack led by the wearers of Dress Codes, known as "Princesses," commenced.

Although the Voids at the time were few in variety and exhibited repetitive behavior patterns, their sheer numbers posed a formidable challenge for the Princesses. However, Dress Codes were progressively updated with information gained from battles, gradually turning the tide.

Three aces who achieved miraculous victories with their formidable power were dubbed the "Brilliant Three," inspiring hope among many people.

Finally, the success of the "Operation Dance Party," a simultaneous worldwide attack on the Voids' "nests," expelled the Void from Earth.

About 22 Years Ago: Celestial Sphere

To safeguard Earth from space-bound Voids, the global defense system "Celestial Sphere" was established in space. This allowed people to finally embark on the world's reconstruction with a sense of security.

Princess

A Princess possesses the ability to harness Precious Energy and dons a Dress Code to engage in combat against the Void. Their stories of youth and battles are at the heart of the theme of "PW."

Let's delve into an explanation of the Princesses, the main protagonists of "PW."

Precious Energy

Precious Energy is the power born from the human "heart." Only armed with weaponry utilizing Precious Energy can damage and destroy the Void.

Power of the Heart

Throughout history, humans have demonstrated remarkable abilities and achieved miraculous feats by manifesting ideals from their "hearts." When facing challenges to fulfill dreams, protect loved ones, or engage in battles where defeat is not an option, humans can unleash powers that surpass their ordinary potential.

Precious Energy is considered one of the forces generated by such "heart" and "emotions." Just as the human "heart" is shrouded in mystery, the mechanism by which Precious Energy is generated remains not fully understood. However, it is believed to arise from the fluctuations of emotions like joy, happiness, the drive to confront difficulties, stimulation from others, curiosity, competitive spirit, respect, friendship, affection, and infatuation.

Like many forms of energy, it cannot be directly perceived by sight. Nevertheless, the sensation of seeing someone "radiate with brightness" when full of life is hypothesized to be the brain intuitively perceiving their Precious Energy.

Generation and Aptitude

Every person possesses a heart, which theoretically means everyone generates Precious Energy. Particularly during the sensitive ages of teens to early twenties, energy generation is believed to be vibrant.

However, not everyone can manipulate Precious Energy to operate Dress Codes. Aptitude for controlling Precious Energy varies among individuals.

Currently, individuals with aptitude (aptitude holders) predominantly include "female" teenagers and those in their early twenties. While it is certain that physical factors are not solely responsible, the specific reasons remain undisclosed. As evidence, a very small number of aptitude holders identify as male, non-binary, genderqueer, or asexual.

Furthermore, aptitude tends to diminish with age. Many aptitude holders lose their abilities in their late twenties and become unable to utilize Dress Codes. This is attributed to psychological changes. Nonetheless, a few individuals in their thirties or older retain their aptitude.

It's important to note that not all aptitude holders necessarily become Princesses who wear Dress Codes and engage in combat. Many aptitude holders continue to live as ordinary individuals.

Aptitude Assessment

Aptitude tests for handling Precious Energy are available at medical institutions, Dress Code development companies, and related facilities at any time. Upon confirmation of aptitude, individuals are eligible to take the Princess qualification exam (P23).

Accumulation of Energy

Precious Energy is stored within the body but doesn't persist for long, with its effects fading within several hours to a day. In practice, even among aptitude holders, there are fluctuations in condition, leading to variations in the types and number of armaments that can be used from day to day.

Effect of Precious Energy

Precious Energy primarily affects the holder's own body. This manifests as subtle effects such as feeling "light" or "energetic," or being motivated when thinking about someone. These effects can occur regardless of aptitude and are not capable of granting superhuman abilities.

Precious Energy is supplied to the Dress Code, where it is harnessed, converged, and converted to output attacks and special functions.

Relationship with the Void

There are multiple theories about why only Precious Energy can breach the Void's barrier and cause damage. A leading theory suggests that "Precious Energy is not transferred at the barrier surface, and it triggers critical errors in the information structure constituting the body, leading to its collapse." However, a clear answer has not yet been determined.

Dark Precious Energy

The human "heart" is not always positive and hopeful. Dissatisfaction, anxiety, anger, jealousy, sadness, regret, and disgust are intense fluctuations of the "heart" that generate Precious Energy.

The power born from such "negative emotions" is referred to as "Dark Precious Energy." As the name implies, when this energy becomes highly concentrated, it takes on a dark, blackish color. Some of the Void entities can harness this power to induce various phenomena. Additionally, when a Princess is consumed by "Dark Precious Energy," she falls into a state of uncontrollable rampage known as "Dark Princess" (P29).

Once the heart is consumed by "Dark Precious Energy," it is not easily restored, and in the worst cases, it can lead to mental demise. However, receiving "Precious Aid" (P29) from another Princess can liberate the heart, allowing a return to everyday life.

Dress Code

The Dress Code is a collective term for the armament system that utilizes Precious Energy.

Structure of the Dress Code

The Dress Code consists of the clothing-like suit called "Princess Core" and the armaments installed or held in various parts.

Princess Core

The Princess Core is a suit that Princesses wear as clothing. In addition to transmitting the Princess's Precious Energy to each armament, it features the deployment of "Precious Protect" to shield the Princess and the "Change" function to quickly switch armaments (these functions are explained in detail on page 20).

It's worth noting that since Armaments also serve the function of circulating Precious Energy throughout the body, it is a rule to equip all four parts simultaneously. If an Armaments is missing from any part for some reason, the Dress Code will not activate.

Right & Left Arm Armaments

Armaments equipped on the right and left arm. Armaments are commonly shared between these two sides, and some Princesses equip the same armament on both the right and left arms. Many armaments take the form of blades or firearms, but there are also armaments shaped like gauntlets or umbrellas.

Top Armament

Armaments equipped on the head, shoulders, back, and upper body. These armaments can take the form of wings that expand on the back, as well as armaments resembling missile pods or hats.

Bottom Armament

Armaments equipped on the waist, thighs, legs, and other lower body areas. These armaments include jet boosters to enhance mobility and can take the form of skirts or tails.

Functions of the Dress Code

In addition to offensive capabilities, the Dress Code is equipped with various functions, all of which are overseen by the Princess Core. This ensures that these functions remain usable even if armaments are changed.

Flight Capability

All Dress Codes come standard with flight capabilities utilizing Precious Energy. This is essential due to both the need for Princesses to match the mobility of Voids, many of which possess flight capabilities, and to counteract the Voids that operate at high altitudes to damage the "Celestial Sphere."

All Princesses can ascend to altitudes of approximately 11 kilometers for solo flight.

However, flight speeds vary based on the type of Princess Core and the armaments equipped. Some Princesses prioritize attack or defense over maneuverability.

Precious Protect

Precious Protect deploys the wearer's Precious Energy around them to shield against impacts. It automatically activates upon wearing the Dress Code.

With Precious Protect, the wearer's body is fully protected from Void attacks, greatly reducing the likelihood of Princesses being killed or injured by Void assaults.

The strength of Precious Protect varies based on the type of Princess Core. Moreover, Precious Protect weakens when under attack and may disappear if subjected to significant damage. In such cases, to prevent endangering the wearer's life, the emergency evacuation feature triggers, automatically moving the wearer away from the combat zone.

Additionally, Precious Protect aids in reducing recoil during rapid acceleration and supports oxygen circulation at high altitudes.

Emergency Evacuation

When Precious Protect dissipates, the emergency evacuation function automatically activates to protect the wearer's life. By igniting booster units, the Dress Code forcibly transports the wearer to a location unaffected by combat. Since this function cannot be controlled by the wearer's intent, avoiding the depletion of Precious Protect to engage in sustained combat becomes a fundamental tactic for Princesses.

Change (Henshin!!)

Certain Princess Cores possess capabilities such as transformation mechanisms like "Cinderella" (P81) or "Rapunzel" (P83), and instant armament conversion abilities similar to "Alice" (P86) or "Snow White" (P87). These functionalities are collectively referred to as "Change."

Even Princess Cores initially lacking change capabilities can have these features added through "Updates" based on the wearer's combat data.

Other Functions

In addition to the aforementioned special functions, other features are integrated, including communication capabilities, cameras, and recorders to document engagements. Some Princesses incorporate speakers for playing background music (BGM), add cameras for capturing photos suitable for social media, and introduce functionalities designed for their personal enjoyment.

Functions of the Dress Code

The Dress Code is powered almost entirely by Precious Energy (except for small devices like communication equipment that use built-in batteries).

While Princesses can generate a significant amount of Precious Energy, in battles against Voids, the consumption often far exceeds the generation, leading to situations where there isn't enough time to both attack and evade effectively. As a result, Princess tactics revolve around efficiently utilizing opportunities.

A common action is the "Additional Use" of armaments. By channeling Precious Energy simultaneously to multiple armaments, it becomes possible to continuously inflict damage without interruption.

Furthermore, a variation of additional use known as the "Quick Breath" technique exists. This involves deliberately using armaments with no enemies within range, allowing the Princess to maintain continuous additional use while benefiting solely from the attached effects of the armaments. A Princess who has mastered this technique captivates onlookers with a battle that resembles a graceful dance.

Storage and Maintenance

The Dress Code is primarily stored within specialized facilities. While some Princesses have storage facilities at their homes, most utilize storage facilities provided by development companies. Maintenance and repairs are conducted by technicians within these storage facilities, relieving Princesses from the need to perform maintenance on their own.

Precious Gear

Princesses can instantly transform and equip the Dress Code using a device called the "Precious Gear."

The appearance of the Precious Gear can be customized to the preferences of the owner, resulting in a variety of shapes, including decorative items like charms or bracelets, cosmetic containers such as perfume bottles or lipstick cases, and even machinery like card readers or smartphones.

Precious On

Initiating the Precious Gear and transform/equipping the Dress Code is referred to as "Precious On."

The Precious Gear is linked to the owner's mental state and can be activated by sending a thought (a small amount of Precious Energy) and recognizing the voice command "Precious On."

However, being in a spirited or motivated state significantly aids in the generation of Precious Energy, prompting some Princesses to strike poses, shout, or sing.

Upon performing Precious On, the Dress Code is transferred to the Princess and instantly worn. The clothing previously worn is sent to storage in exchange for the Dress Code. It's worth noting that during the moment of Precious On, a burst of high-density Precious Energy emits light, ensuring that the Princess's nudity is never exposed to those around her.

To revert to regular clothing, the "Precious Off" function is employed. Activating this function causes the Dress Code to return to storage in the opposite process of Precious On, while regular clothing is automatically worn.

Design of the Dress Code

Even within a single type of Princess Core, there exist multiple design patterns. For instance, even for a core like "Cendrillon" (P81), there are designs ranging from cute and sweet to more mature appearances.

These different "design variations" of Princess Cores offer the same performance capabilities. While standardizing the appearance could increase production efficiency, development companies prioritize introducing design variations.

This is because whether the appearance of the Princess Core aligns with the personal tastes of the Princess is a significant concern.

The initial Generation 0 Princess Cores had a simple design combining a plain white outfit with armor. However, during development, the creator modified the decorations based on tester feedback, resulting in a significant improvement in the generation of Precious Energy and the output of armaments. Since then, the so-called "energizing" designs—ones that elevate the wearer's mood—have become a critical aspect of Princess Cores. The current Generation 3 Princess Cores always feature multiple design options.

Renowned fashion designers are currently responsible for designing Princess Cores. Furthermore, wearers can request customization of their appearance to suit their preferences. Of course, customization of the armaments to match the Princess Core's design is also possible.

Apart from development companies, specialized workshops and freelance artisans handle appearance customization of the Dress Code. With company approval, wearers can request modifications. However, appearance customization outside of development companies is a burden for the wearer and often requires a significant financial investment. Nonetheless, many Princesses who work part-time jobs are willing to pay substantial amounts to have appearance customizations performed by their favorite artisans.

Design Direction

Due to the policies of development companies and nations, most Princess Cores are announced with elaborate decorations under the label of “for women,” featuring cute (or beautiful) designs. However, being a Princess does not necessarily mean that one must prefer highly decorative designs. Some individuals may lean towards streamlined and sporty designs, robust and weapon-like aesthetics, or even designs reminiscent of transformation hero suits.

Customization of the appearance to such designs is also possible, and development companies rarely reject design requests.

The Princesses themselves embrace the belief that “everyone has their own preferences,” so even if a Princess wears a Dress Code with a design that she personally doesn’t find “cute,” there are no instances of mockery or ridicule from others.

Princess

In this section, we will introduce the public perception of Princesses and the systems related to them.

Definition of Princess

Let’s redefine what a “Princess” is.

A Princess refers to an individual with the “aptitude to manipulate Precious Energy” and the “qualification to engage in combat while wearing a Dress Code.”

More detailed explanations will be provided in the section “Becoming a Princess,” but in order to possess and operate a Dress Code, one must acquire the necessary “qualification.” Even if someone has the aptitude to manipulate Precious Energy, they are not considered a Princess without the qualification (Dress Code). Conversely, once the qualification is obtained, if the aptitude is lost and one becomes unable to handle the Dress Code, they are no longer considered a Princess (retirement).

Princess Abilities

Princesses can operate Dress Codes by manipulating Precious Energy. Additionally, they can experience shared emotions or establish a “resonance of Precious Energy” with other Princesses they have connected with emotionally. This phenomenon enables a smoother use of the Dress Code by transforming Precious Energy into a purer and more harmonious form, along with the sensation of intuitively understanding each other’s feelings without words.

Furthermore, only Princesses are capable of performing Precious Aid (P29), which involves rescuing individuals consumed by dark Precious Energy.

Other cognitive and physical abilities are generally comparable to those of ordinary individuals.

Wing Drive

By unleashing their intense emotions, Princesses can momentarily generate a significant amount of Precious Energy, pushing the limits to unleash the full potential of themselves and their Dress Codes. This phenomenon is called “Wing Drive” as the Precious Energy expands akin to wings.

The Precious Energy unleashed during Wing Drive is accompanied by beautiful colors, and the effects experienced by Princesses vary based on these colors. Currently, seven colors have been identified: blue, red, yellow, black, white, green, and purple. There is a theory that undiscovered colors may also exist.

Total Population and Awareness

Currently, approximately 100,000 Princesses are active in Japan. Due to the prevalence of suitable candidates, most Princesses are in their teens to early twenties, predominantly “female” individuals (roughly one in every 100 individuals in this age group is a Princess).

It is worth noting that there are a few Princesses in their 30s, as well as male, non-binary, genderqueer, and agender individuals, although they represent a very small minority.

The Name “Princess”

The name “Princess” was proposed by the core of Dress Code development, “Fairy Tale Corporation,” approximately 26 years ago when Dress Code technology began to bear fruit.

The prospect of eradicating the Void was exceedingly challenging, and it was predicted from an early stage that an extended battle would ensue, even if the Void were expelled from Earth. In such a scenario, it became imperative for Dress Code wearers to have an environment where they could generate Precious Energy on a daily basis — a stable routine.

When Dress Code wearers are perceived as “abnormal beings different from ordinary humans” or “weapons of war” by the general public, they must lead their lives feeling out of place. Such an oppressive environment is far from conducive to Precious Energy generation and renders them incapable of countering the Void effectively. Furthermore, there was a need to increase the number of Dress Code wearers in preparation for potential Void re-invasions.

To address this, Fairy Tale Corporation launched an extensive image strategy to transform Dress Code wearers into figures of “aspiration” akin to “stars” or “heroes/heroines.” They assigned the elegant and charming name “Princess” to the wearers and christened the core of the Dress Code, the suit, as the “Princess Core.” With the assistance of media, other companies, and various national governments, the proliferation of the name “Princess” and its positive image was successfully achieved.

Currently, Princesses are fully integrated into society. They hold a similar status to fashion models or athletes, often possessing a idol-like charisma, and it’s not uncommon for them to have numerous fans. Numerous anime, manga, movies, and other media have been produced featuring Princesses, and merchandise collaborations can be found lining the shelves of convenience stores. Surveys targeting elementary school children reveal that the majority associate impressions of Princesses with qualities such as “cute,” “beautiful,” and “cool,” with many children even aspiring to become Princesses in the future.

Becoming a Princess

Though being a Princess is an object of admiration, not everyone can become one. It requires not only having the aptitude but also obtaining a national qualification to be able to operate as a Princess.

This qualification functions as a form of “exclusive license” and, as a rule, individuals without it are not permitted to engage in Princess activities. Even if someone manages to obtain a Dress Code through any means, wearing it without the necessary qualification is considered illegal, and penalties will be enforced. In Japan, the Penal Code includes the “Crime of Unauthorized Use of Anti-Void Armament,” colloquially referred to as the “Princess Law,” which could lead to arrest depending on the actions taken.

In principle, the national Princess examination is open to anyone aged 13 and above. The content of the exam primarily assesses the knowledge and skills essential for functioning as a Princess, involving written and practical assessments. However, placing greater emphasis on personal traits and aptitude than on knowledge and skills, the exam’s difficulty level is intentionally low, with a pass rate exceeding 70% for suitable candidates.

Upon passing the examination and obtaining the qualification as a Princess, individuals receive a “Dress Code Wear Permit” and a Precious Gear (P21) supplied by the government.

Dress Code Wear Permit

The Dress Code Wear Permit is a card resembling a business card with a photograph, serving as a form of identification. All Princesses are required to carry this permit at all times.

The permits are categorized into three grades based on color. New Princesses who acquire the qualification within the first year are issued green permits, which upgrade to blue permits after one year. Additionally, depending on factors such as the number of Void subjugations and contributions to Void incident resolutions, evaluation for gold permits is considered for further upgrades.

Currently, about 15% of Princesses possess green permits, approximately 80% have blue permits, and only about 5% hold gold permits, constituting a very low percentage.

Princess Training Academies

Those who acquire the national qualification and become Princesses are obligated to attend the "Princess Training Academies."

These academies are educational institutions designed to enhance the abilities of Princesses. There are one to two academies in each prefecture, and regardless of their birthplace, individuals can enroll in their desired institution. However, some academies have additional entrance examinations beyond the Princess qualification test. The largest training academy in Japan is located in Misora City (P30), named "Fairy Tale" (P34), and it receive numerous Princesses every year.

At the training academies, alongside knowledge and skills relevant to being a Princess, students also learn regular subjects similar to ordinary students. Furthermore, as they advance, they can partake in advanced studies equivalent to bachelor's or master's degrees, as well as specialized courses such as nursing, fashion, culinary arts, and arts.

Academies and Defense Zones

Princess Training Academies are primarily operated by corporations approved by the government. There are only a few publicly managed training schools nationwide.

These academies are designated within a "Defense Zone" centered around their location. When a Void appears within a Defense Zone, the academy's Defense Bureau dispatches students (Princesses) to repel the Void. The criteria for selecting Princesses include compatibility with the type of Void enemy or choosing the Princess closest to the scene, resulting in various situations.

Princesses are allowed to exercise personal judgment on-site as well. If they are in proximity to a Void emergence site, they can immediately engage in combat or assist in the rescue of civilians. Emergency responses to Voids are permissible even if the Princess is located within the defense zone of another academy for some reason.

Tuition and Contract Fees

Princess Training Academies typically exempt Princesses from tuition fees, and instead, they receive contract fees from corporations. The contract fee amounts to around 200,000 to 300,000 yen per month, and additional subsidies for living expenses and transportation are also provided. Additionally, most academies offer student dormitories that can be used for free upon application.

Part-Time Jobs

Princess Training Academies generally allow students (Princesses) to engage in part-time jobs. Part-time work serves as an important opportunity for social learning, and the experience and relationships gained from part-time jobs can also contribute to Precious Energy generation.

However, using the Dress Code for part-time jobs is not allowed. For instance, utilizing the flight capability of the Dress Code for commuting or delivery tasks is considered "personal use" and is prohibited. Nevertheless, many Princesses discreetly employ their Dress Codes, using the excuse of "vigilance patrol" as an approved usage method, as it is recognized for preparing against Void appearances.

Void Hunters

Void Hunters are part-time jobs that involve exterminating Voids in the vicinity of the "Celestial Sphere" (P27), situated about 11 kilometers above the sea level.

The majority of field generation devices or "Celestial Cores" are owned by Dress code development corporations. These corporations hire Princesses to patrol around the core and eliminate approaching Voids.

Void Hunters receive rewards based on their achievements, as well as customization of equipment and priority for prototype products. There are also rumors that becoming a Void Hunter can improve job prospects with related companies after a Princess retires (though no clear offers have been made from the companies).

Void

The Void is a highly aggressive mechanical life form, and it is an opponent that Princesses must fight against. From here, we will explain the nature of the Void and delve into their "evolution."

Mechanical Life Form

The Void is a mechanical life form with a metallic body. They are referred to as "life forms" rather than autonomous weapons due to the functions of "metabolism" and "reproduction" they possess.

Metabolism and Growth

The Void exhibit the habit of absorbing metallic compounds into its body and breaking them down for energy acquisition, a process akin to feeding. Specifically, they tend to prefer corroded rust formed by redox reactions on metallic surfaces. This trait has led to the theory that "the Void came to Earth in search of an environment where redox reactions easily occur."

The energy acquired by the Void's feeding activity is used for life-sustaining activities and as power for the onboard weapons. Additionally, the Void exchanges metals in its body through metabolic activity, gaining a more robust exterior or producing more powerful weaponry. Voids that have been active for an extended period "grow" into entities with higher combat capabilities.

Metabolism and Growth

The Void possesses a program corresponding to the blueprint of its body, which is etched into an "inheritance mechanism" inside the body of the Void. The size and position of this mechanism vary from individual to individual.

The Void connects this genetic mechanism with another individual and performs "reproduction" by synthesizing both programs. This synthesized program is accumulated in each individual. Afterward, the mated individuals can produce a new Void using the integrated manufacturing function.

Notably, the Void does not have genders like male or female, and reproduction can occur between any individuals, although it tends to happen mainly between the same types.

The Void can forms "flocks" by creating new individuals through reproduction, and these flocks then form metallic structures that serve as nests.

Intelligence and Communication Abilities

All Voids possess high aggressiveness towards non-Void life forms. They indiscriminately attack and kill any life forms they detect in their sight.

However, Voids are not merely mechanical killers. They have criteria for prioritizing killing, such as "prioritizing humans." For example, if a flock of birds and a manned fighter jet are within their attack range, they will preferentially attack the jet. Additionally, all Voids have advanced situational judgment abilities. They skillfully handle multiple onboard weapons and coordinate adeptly with comrades of different shapes and abilities.

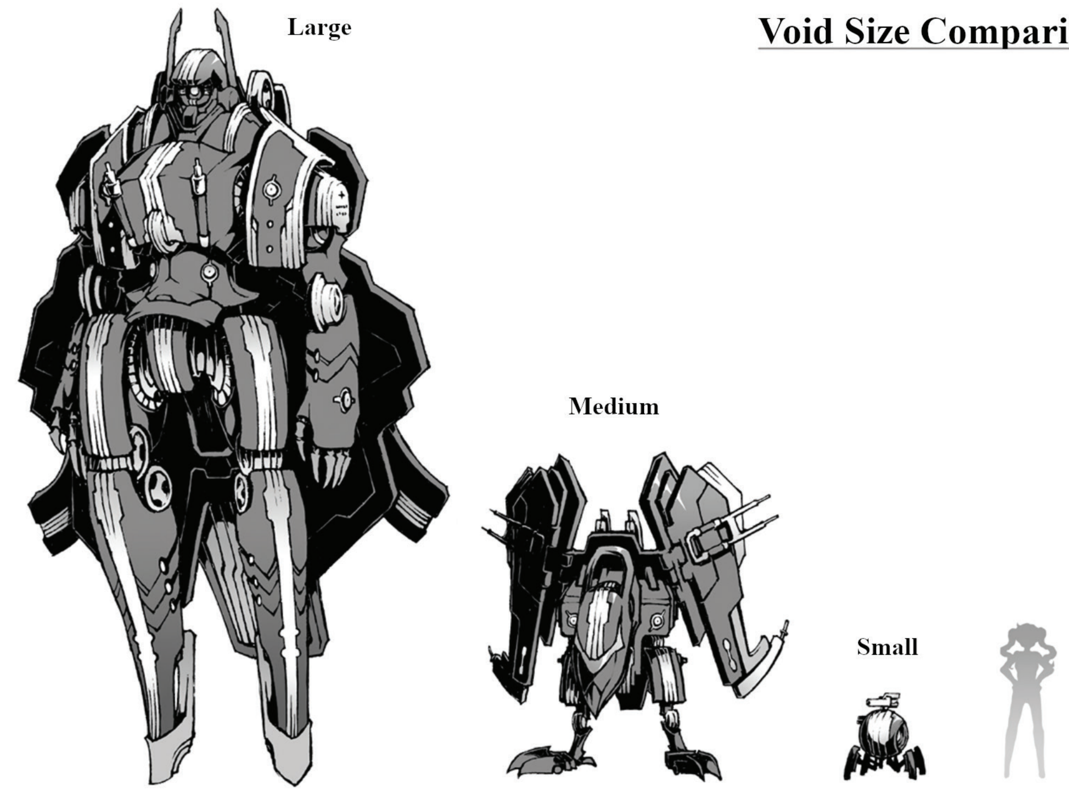
Some Voids can even understand Earth's languages and communicate. The methods of communication vary and include individuals capable of vocalizing through acoustic mechanisms or hacking electronic devices to convey intentions through text.

Eliminate Barrier

The Void possesses a barrier-generating function called the "Eliminate Barrier." This barrier is constantly deployed on the surface of the Void, transferring any received impact to a super void in space where nothing exists.

Only weaponry using Precious Energy can neutralize the Eliminate Barrier, which is why the Princesses are the only beings able to oppose the Void.

Void Size Comparison



Size and Appearance

The Void is classified into three stages based on the size of its body: Small, Medium, and Large. Small refers to lengths from 50 centimeters to about 1 meter, Medium refers to lengths from 1 meter to about 5 meters, and Large refers to lengths from 5 meters to about 20 meters. The larger the size, the higher the combat capabilities.

Furthermore, the Void incorporates weapons such as firearms and bladed weapons. The types of weapons vary between individuals, with some having sharp blades and hard armor, and others equipped with a multitude of beam weapons. Various individuals exist with different features.

Types of Void

The appearance of the Void varies between individuals. There are instances with simple shapes like spheres or cubes, as well as those that resemble bipedal humans or wild animals, and many that seem to mimic the frames of Earth's lifeforms.

Currently, the types of Void are classified into four categories by Yakuji Amane (P44), an researcher in mechanical biology.

Witch

The Witch type is a bipedal humanoid Void. It is characterized as an all-rounder, capable of stable combat performance in any terrain or situation. Because it lacks clear weaknesses, conventional tactics are mostly ineffective against it.

Beast

The Beast type resembles the form of a beast. With variations like quadruped, bird-like, and fish-like, the appearance significantly varies among individuals. This type excels in speed, using agile movements that leave afterimages to confuse the Princesses.

Noble

The Noble type takes the form of insects or plants. Among all the types, this one particularly specializes in "swarming" combat. Although the large Noble-type Void has lower individual combat capability compared to other types, its adeptness in controlling a swarm makes it a formidable existence when the swarm is larger.

Architect

The Architect type is a Void that mimics various artificial objects. Examples include individuals resembling towers or castles, or vehicles like carriages or ships. A common feature of this type is high defensive strength. Its robust outer walls are resistant to superficial firepower, making it difficult to even scratch.

Celestial Sphere

Approximately 24 years ago, the successful "Operation Dance Party" led Voids to retreat into space.

Mankind united to develop a Precious Energy Field to fend off the Void's invasion, deploying it between the Earth's stratosphere and troposphere. This energy field, named the "Celestial Sphere," spans across the Earth, protecting against the intrusion of the Void from space.

The Celestial Sphere is created by devices called "Celestial Cores." These floating devices, resembling artificial satellites, are installed at an altitude of approximately 11 kilometers, with around 1000 units in place. Celestial Cores draw minute amounts of Precious Energy from the Earth, generating it as a barrier.

Of course, being machines, they require regular maintenance and replacement, and sometimes errors or malfunctions occur. When this happens, holes form in the Celestial Sphere, allowing the Void to penetrate. The companies managing the Celestial Cores utilize the Void Hunter system (P24) for early warning and dealing with the Void during replacements, but there are rare cases where the Void breaches inside the Celestial Sphere.

General Population and Voids

The Void is an extremely malicious and dangerous existence that ordinary people cannot deal with. More than 20 years have passed since the invasion, but governments worldwide are still repeatedly warning about the dangers of the Void.

However, the appearance of the Celestial Sphere dramatically decreased the frequency of the Void's emergence on Earth, and the significant publicity around the Princess's achievements has considerably lowered the general public's sense of crisis. Most ordinary people know that "the Void is a dangerous existence," and still see significant damage caused by the Void on the news, but they don't think they will encounter it themselves.

Contrary to this general perception, the Void's invasion is creeping up on humanity in a different form. Due to evolution, a new type of Void known as the Queen Void is emerging, and the number of Void incidents is increasing.

Queen Voids

The Queen Void is a new type of Void, born suddenly after being driven off the Earth by the Princess and start reproducing in outer space. Its existence has been confirmed for about 15 years, but it only began serious activities a few years ago.

Its appearance, physical composition, and habits are no different from the ordinary Void, but it has some distinctive abilities.

High Intelligence and Learning Ability

The first ability is the characteristic of having human-like high intelligence and excellent learning ability.

Queen Voids can access various databases through radio waves and store the information within as knowledge. For example, many Queen Voids can fully understand human language and converse in any language using information from databases. Furthermore, they understand human emotions and possess advanced communication skills to influence them.

Parasitic Ability

Queen Void has a mechanical body like the regular Void but can transfer its program—essentially its mind—to various objects or creatures and "parasitize" them.

When a living being is parasitized by a Queen Void, the host loses consciousness, and its body is completely under Queen Void's control. Queen Void can manipulate the host's body freely.

They utilize this ability to infiltrate Earth, sending their consciousness into humans, stuffed animals, or gem-like objects. The hidden Queen Void blends into society so seamlessly that they are almost indistinguishable from ordinary people, making detection very difficult.

Queen Void Activities

Queen Voids have the same high aggression as regular Voids, targeting all life forms on Earth. However, while the regular Void thinks tactically, focusing on how to defeat immediate enemies, Queen Void thinks strategically, planning the process required to annihilate all life on Earth.

A representative example of the difference in their thinking is their "recognition of the Celestial Sphere." Regular Voids invade the Celestial Sphere and descend to attack the ground, without considering destroying the Celestial Cores to eliminate the Celestial Sphere. Conversely, Queen Voids blend into human society on the ground while aiming to neutralize the Celestial Sphere.

However, a parasitized Queen Void itself has little combat ability. While it may have higher physical abilities compared to ordinary creatures or people, it is impossible to win against a Princess alone (though escaping is possible). Therefore, Queen Void first acts covertly to secure ground forces.

Dimensional Transfer and Dark Heart

Queen Void possesses technology called the "Dimensional Transfer Device." This device has the ability to directly teleport the Void in space to Earth by creating small dimensional corridors.

However, to activate this device, a large amount of dark Precious Energy (P19) is required. Queen Void itself cannot produce Precious Energy, so they manipulate humans to corrupt their "hearts" into darkness.

Queen Void can sense dark Precious Energy and has the ability to amplify negative emotions by skillfully manipulating the opponent's heart with eloquence and by sending weak electric waves to the brain. When they find people with weakened hearts or those troubled, they exploit their abilities to worsen their mental state. When the "heart" is completely dominated by darkness, it becomes a state called "Dark Heart," continuously producing infinite dark Precious Energy. This creation of Dark Heart is also referred to as "Catastrophe."

When the target becomes a Dark Heart, Queen Void activates the Dimensional Transfer Device with the acquired energy and summons the Void.

Form of Dimensional Transfer Device

There are various appearances for the Dimensional Transfer Device. For example, it has been confirmed in machinery like wristwatches and smartphones, or in the form of accessories like guns, bracelets, or rings. There are also various patterns of activation, such as pressing a button, pulling a trigger, raising a hand or finger to the sky, or activating it with voice alone.

Voids and Coffin

The Void summoned by the Dimensional Transfer Device is generally a large Void (although medium to small-sized machines for support can also be summoned simultaneously). Large voids summoned this way have the ability to store the owner of the Dark Heart in their bodies, utilizing them as additional power.

The stored human is confined in a space called "coffin," supplying the void with dark Precious Energy and strong negative impulses.

The Void acts destructively in response to the Dark Heart owner's aggressive impulses. This destructive behavior further injures the owner's "heart," producing more dark Precious Energy. Once sufficient energy is stored and the destruction is done, it leaps into the sky to destroy the Celestial Core.

Note that the Princess can sense the owner of the Dark Heart when confronting the Void. Even if they cannot see the figure, they'll notice in an instant if an Dark Heart holder is present.

Rescuing the Dark Heart

The owner of the Dark Heart is an important secondary power source for the Void. Therefore, the coffin is made of extremely strong materials and has built-in mechanisms to mitigate shock absorption and sudden acceleration. Even if the void is destroyed with a powerful attack, the stored human will not be injured.

However, even if the Void is destroyed and the coffin is retrieved, the doors of the strongly sealed coffin by the power of the Dark Heart won't open easily. Prolonged states of Dark Heart lead to rapid decline in vitality, falling into unconsciousness, and the heart may die completely.

Precious Aid

One method to rescue the Dark Heart from its predicament is the act of "Precious Aid," which only Princesses are capable of. This purification involves the application of Princesses' abilities to resonate with "Precious Energy" (P22). Princesses can communicate with the possessor of the Dark Heart, touch the coffin with intent, and infuse it with Precious Energy, thus healing the Dark Heart.

The success of Precious Aid often depends on the degree of connection between the Dark Heart's holder and the Princess. Those who are victims themselves or who know the source of the distress can employ words that appeal to the heart or convey genuine emotions. Consequently, when Voids appear through the Dimensional Transfer Device, Princesses with a close relationship to the Dark Heart's holder are granted priority in engaging them.

If Precious Aid fails, the coffin remains sealed. The victim is transported to a specialized facility where Princesses, acting as counselors, attempt to communicate with the individual. However, even experts find it challenging to open the coffin through the appeals of a stranger, and cases can become irreparable. When the internal "heart" of the individual has depleted, the coffin automatically opens. This occurs because the Dark Precious Energy that had sealed the coffin has run out, symbolizing the individual's spiritual death. The person becomes unresponsive, much like a doll, and receives life-sustaining care in a hospital. Unfortunately, a method to restore such individuals to their original state has not been found.

Utilizing Dark Princesses

Queen Voids sometimes approach Princesses burdened by troubles, leading their "heart" to succumb to the Dark Heart and transforming them into Dark Princesses.

Only Princesses with a dress code can become Dark Princesses. Those who merely possess potential do not qualify and will be sealed within coffins like ordinary people.

Dark Princesses are protected by Precious Protect, similar to regular Princesses. The protection is reinforced by Dark Precious Energy, making it resilient to attacks. However, even if attacked, Princesses themselves will not sustain serious injuries or die.

Furthermore, the dress code moved by Dark Precious Energy exhibits a characteristic where "if Precious Protect disappears, an overload occurs, causing the combat function to cease." Consequently, in battles against Dark Princesses, the strategy involves first removing Precious Protect through attacks, depriving them of combat capability, and then performing Precious Aid.

Misora City

Misora City is a city located in the outskirts of Tokyo, Japan. It is centered around the largest Princess training academy in Japan, “Fairy Tale,” and is home to various facilities. Let’s explore Misora City and some of its notable establishments.

Japan’s Largest Academic City

Until around the 20th century, the area was primarily farmland, thriving with suburban agriculture. However, development began approximately 24 years ago to establish a scholarly city for Princess training. Since then, the population has steadily increased, making Misora City the largest academic city in Japan with around 250,000 residents.

The city has undergone significant modernization, with the central area boasting tall buildings and commercial establishments. Yet, in the outskirts of the city, natural environments such as mountains and rivers remain untouched. The southern part of Misora City faces Tokyo Bay and features sandy beaches suitable for swimming. Apart from the central and peripheral areas, the majority of the city consists of residential areas, including newly constructed properties and high-rise apartments.

At the heart of the city lies Japan’s largest Princess training academy, “Fairy Tale.” Surrounding Fairy Tale is a concentric pattern of student neighborhoods, hosting various facilities and shops that cater to the students’ daily lives.

With the presence of Fairy Tale, Misora City has one of the lowest average ages in Japan. It is also renowned for its livability, resulting in a continuous increase in population each year.

The current mayor of Misora City is Ikazuchi Raime, who was elected two years ago. As the first female mayor of Misora City, she has earned substantial trust from the citizens and is actively involved in expanding Princess-related initiatives and policies. Given her background as a former Princess, Mayor Ikazuchi is committed to promoting Princess affairs and policies.

Seven-Colored Princesses

Around 22 years ago, an incident occurred where a portion of Celestial Sphere was rendered powerless due to mysterious electromagnetic disturbances. Over a hundred large Voids descended upon Misora City, the point directly beneath the anomaly, plunging the city into a state of crisis.

However, the first cohort of Fairy Tale students, consisting of seven members, took action and successfully annihilated the swarm of Voids. Each member was associated with a different colored dress code, leading them to be known as the “Seven-Colored Princesses.” They remain legendary heroes in the eyes of the citizens to this day.

City Facilities in Misora

Apart from Fairy Tale, Misora City is home to numerous public facilities, commercial establishments, and tourist attractions. Here are some of them:

① Misora City Hall

The administrative center of Misora City, responsible for local governance in various fields such as daily life, childcare, education, health, welfare, culture, and tourism. The city hall comprises a 10-story main building and a 6-story annex.

The Princess Division is established within Misora City Hall, handling tasks such as issuing Dress Code permits and Precious Gear distribution. This division also receives numerous reports of Void sightings from citizens. In the event of a report, the city hall requests assistance from the Fairy Tale Princesses by dispatching a request through the Princess Division.

② Misora Seaside Park

Located in the southern part of Misora City, this city-owned park faces Tokyo Bay. It is affectionately known by names such as “Seaside Park” or “Misora Park.” With a total area of approximately 800,000 square meters, it is a vast park featuring an aquarium, botanical garden, Ferris wheel, athletic facilities, as well as open spaces for barbecues and sports activities. The park hosts various events such as markets, illuminations, and food truck festivals, making it a popular destination for families and couples to enjoy on weekends and holidays.

③ Misora Civic Hospital

The largest medical institution within Misora City, this hospital provides a wide range of medical services and is capable of addressing most injuries and illnesses. It is also a site for practical training for Princesses aspiring to work in the medical field, including students from Fairy Tale.

The hospital also offers care for individuals who have experienced loss of consciousness due to Dark Heart (P28).

④ Misora Central Library

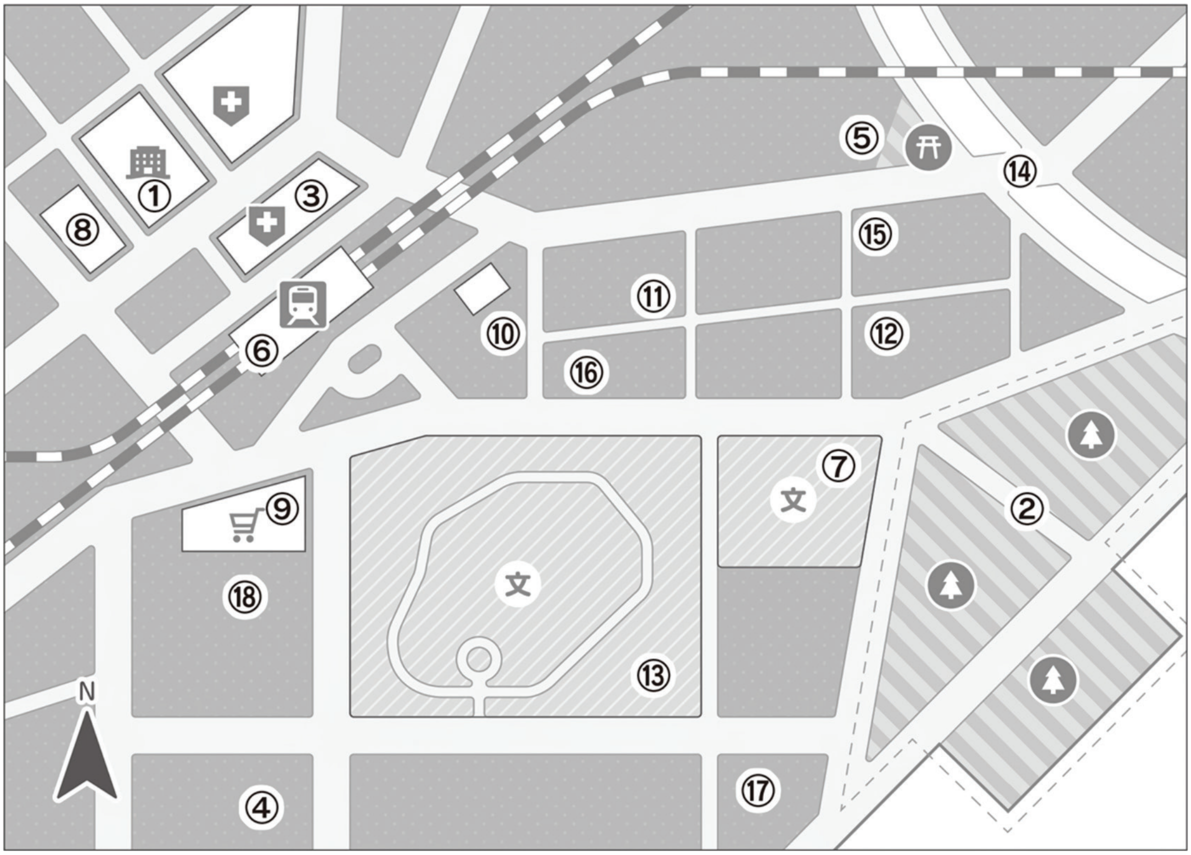
Operated by Misora City, this municipal library boasts a collection of over 2 million books. It serves as an ideal place for research and study. Many Fairy Tale students prefer the tranquil environment of the Central Library for studying, and it is a common sight to see students frequenting the library, particularly during weekday evenings.

⑤ Misora Shrine

The largest shrine in Misora City, Misora Shrine has a venerable history dating back to the 9th century. With its premises and rear mountain combined, it covers an area of approximately 30,000 square meters. The shrine is utilized for various events and festivals, including New Year’s visits and the “Misora Tanabata Festival,” attracting numerous visitors from both within and outside the city.

⑥ Misora Station

As the largest station in Misora City, Misora Station serves as a pivotal point for railway transportation in the vicinity of Misora City. The



station features two exits, the East Exit and the West Exit. The East Exit leads to the bustling downtown area of Misora City, while the West Exit is surrounded by high-rise buildings, including the city hall and hospital. The vicinity of Misora Station is always bustling with a multitude of people.

⑦ Misora Municipal Elementary School

This is the largest public elementary school in Misora City. With over 1200 students, it's a massive school, and it has the highest enrollment of elementary school students aspiring to become Princesses in Japan. Being in close proximity to Fairy Tale, it's not uncommon for students from Misora Elementary School to visit the Fairy Tale academy and company for social studies field trips.

⑧ Misora City Social Welfare Council

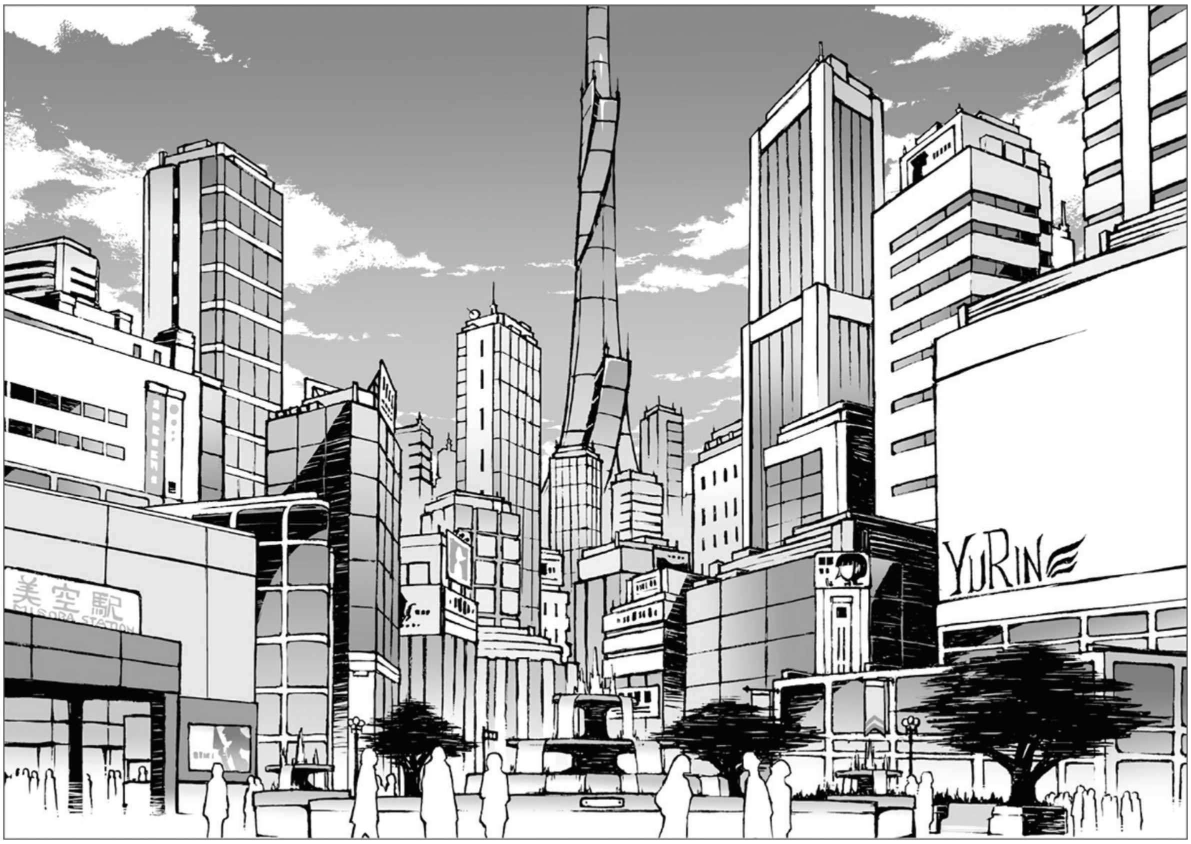
This is a private organization responsible for community welfare in Misora City, commonly known by the abbreviation "Shakyo." The council facilitates volunteer activities, making it a common destination for Fairy Tale students interested in volunteering. It also serves as a consultation center for local residents facing difficulties or concerns. In cases where the involvement of Queen Voids is suspected during consultations, investigations may be requested from Fairy Tale.

⑨ YURIN Misora Store

YURIN Co., Ltd., one of Japan's major distribution companies, operates this large-scale shopping mall. Centered around a supermarket on the first floor, it features over 100 specialty stores offering electronics, sporting goods, general merchandise, men's and women's fashion, and more. The mall attracts various visitors, and its mascot, a white ghost character named "Yurin," is often used in store promotions and TV commercials.

⑩ Misora Game Zone

This is one of the largest game arcades in Misora City. It houses a wide range of gaming cabinets, from the latest buzzworthy games to popular retro titles. The arcade also features numerous claw machines and purikura (photo sticker booths), providing entertainment for a diverse group of people.



⑪ Stella Burger Misora Branch

This is a branch of the global hamburger chain, Stella Burger. The two-story fast-food restaurant is bustling with students and families on a daily basis. Due to its convenient location within walking distance from Fairy Tale, many Fairy Tale students often visit after their club activities or work part-time jobs there in the evenings. The signature menu item, Stella Burger, is both hearty and reasonably priced, making it a popular choice among students.

⑫ CHOCOLATCAFE Misora Branch

This is a branch of the world-renowned coffee chain, CHOCOLATCAFE. The cafe, located on a single floor with a terrace seating area, is in close proximity to Fairy Tale. It's a popular spot where students often take breaks or study.

The most popular menu item, the Chocola Frappuccino (Tall size), is a chocolatey drink made with abundant chocolate cookies and cubes, gaining overwhelming support from students who have a sweet tooth.

⑬ Fairy Tale

This is Japan's largest Princess training academy. A detailed explanation about Fairy Tale can be found on page 34.

⑭ Higashima Bridge

This bridge spans across the "Shizuku River," flowing from the northern to the southern part of the city. The pedestrian walkway is adorned with beautifully designed street lamps resembling wings, becoming a charming local landmark attraction.

There's a local superstition that writing a wish on the third lamp from the west ensures its fulfillment. Occasionally, inscriptions believed to be from Fairy Tale students can be found, ranging from academic wishes like "No more bad grades!" or "May I win in the inter-school competition," to more emotional desires like "I want to be with that person" or "I want to be someone's special."

⑮ Cafeteria "Yamamori"

This historic cafeteria has been in operation since before the redevelopment of Misora City. It offers affordable, delicious, and hearty set meals, making it a favorite among the working population and also popular among Fairy Tale students.

After the establishment of Fairy Tale, they also focused on desserts, introducing mega-sized sweets like the "Spiral Tower Parfait" standing at 50 centimeters tall and the "Celestial Sphere Cake" made by layering 20 pancakes and topping them with whipped cream, creating a buzz with these unbeatable mega treats.

⑯ Karaoke Lucky Cat

A 12-story karaoke facility. From the 2nd to the 11th floor, the entire building is dedicated to karaoke, with the 12th floor being a party room accommodating up to 40 people.

Bringing your own food and drinks is allowed, making it a student-friendly hangout for those managing on an allowance. However, they also offer a variety of original lunches and sweets, making it an enjoyable karaoke experience for adults as well.

⑰ Misora Muse Hall

This is an event hall designed for theater performances, live shows, and more. With a seating capacity of approximately 2500 people, it's equipped with cutting-edge equipment, including AR and drone technologies for the latest visual effects.

Numerous renowned artists have held concerts here, and recently, the idol Yuzuki Hojo (Page 43) had her first solo live performance on this stage, making it an aspirational platform for Princesses currently engaged in idol activities.

⑱ 283 Cinema

This large cinema complex is adjacent to YURIN Misora Store. It boasts Japan's largest 20 screens, showcasing a wide range of films from the latest international releases to classic masterpieces.

Additionally, they hold the "283 Anime Film Festival," showcasing outstanding works from Japan's independent anime scene. The Fairy Tale Anime Research Club also takes up the challenge of participating in this festival every year.

Fairy Tale

Fairy Tale is a princess training academy located within Misora City. Boasting the largest scale in Japan, it is home to a diverse group of princesses who enjoy their student lives to the fullest. Let’s delve into the details of Fairy Tale’s systems, events, and facilities within the school.

Japan’s Largest Training Academy

Fairy Tale is situated in the central part of Tokyo’s Misora City. With a total campus area of approximately 10 million square meters, it occupies about one-thirtieth of the entire city. While its formal name is “Private Princess Training Academy Fairy Tale,” most citizens simply refer to it as “Fairy Tale.”

The student body comprises around 10,000 students, making it one of the largest princess training academies in the country. The school follows a 10-year system, with ten grades ranging from 1st to 10th year. Each grade accommodates about 1,000 students. There is no specific age requirement for enrollment, allowing prospective students to enter at their preferred age. However, in order to enroll as a princess, one must hold the qualification of a princess, which mandates a minimum age of 13.

Additionally, due to acceleration and retaking years, students of various ages are mixed within each grade. Notably, most students enter around the ages of 13 to 15 and graduate around the ages of 23 to 25, resulting in teenagers comprising about 70% of the student population.

Courses

Students at Fairy Tale belong to one of three courses:

Princess Training Course

This course focuses on imparting the knowledge, skills, and values necessary for princesses. It’s exclusive to those who have obtained princess qualifications and boasts the highest student enrollment within the school.

Operator Training Course

Geared towards supporting princesses, this course covers operational skills and knowledge related to Void, which can be chosen by those without princess qualifications. Many graduates of this course pursue careers as Void Hunter assistants.

Dress Code Design Course

In this course, students learn about the development and manufacturing of dress codes. It further branches into “Armament Development Specialization” and “Core Design Specialization.” Like the Operator Training Course, this is open to individuals without princess qualifications.

Curriculum

Learning at Fairy Tale follows a year-round unit system, with each subject having a designated number of units that must be obtained. Accumulating the required units is a prerequisite for promotion, and failing to meet this requirement results in repeating a grade. Conversely, students with over two years’ worth of units can apply for “grade skipping,” allowing them to advance a year.

Various types of units are necessary for promotion. The most common are compulsory courses that enhance knowledge and skills related to princess duties. For instance, in the Princess Training Course, students learn about the basic nature and internal structure of Void in “Introduction to Mechanical Biology,” and practice dress code manipulation and battlefield decision-making in “Dress Code Practical Exercises.” These classes often involve simulated combat between princesses to develop practical combat techniques.

Furthermore, there are compulsory courses in general education, including language, mathematics, English, science, and social studies. The content is similar to regular classes in middle and high schools, with subjects tailored to students' ages rather than grades. These courses frequently involve collaborative learning with students from other courses, fostering interactions beyond course boundaries.

Advanced research labs are available to students who have completed foundational education, allowing them to engage in higher-level learning equivalent to a university bachelor's or master's degree.

Specialized Curriculum

Fairy Tale offers a wide range of specialized curricula designed to benefit students' future aspirations. For instance, there are courses such as culinary training for aspiring chefs and patissiers, as well as acting guidance for those aiming to become actors or voice actors. These elective courses cover various fields to help students achieve their dreams. Notably, Fairy Tale's distinct feature is its readiness to consider opening new courses based on applications from a few students, even in previously nonexistent areas.

Defense Zone

Fairy Tale designates the vicinity of Tokyo as its defense zone. When Voids appear within the city, students of Fairy Tale take charge of managing the situation. In recent times, Void occurrences have increased due to the presence of Queen Voids, but the active participation of Fairy Tale's students has managed to prevent significant damage thus far. As a result, both citizens of Misora City and Tokyo perceive these students as heroic figures akin to firefighters and police officers.

Additionally, requests for aid in Void suppression often come from other academies. In such cases, princesses from Fairy Tale may be dispatched beyond their defense zone to assist in other regions. Conversely, students from other academies may also come to Fairy Tale as reinforcements.

Commute Methods

Approximately half of the students at Fairy Tale commute from their homes, while the other half commute from the student dormitories.

For those commuting from home, various transportation methods are available, including walking, cycling, buses, and trains. If they possess a driver's license, students can also use bikes or cars to commute. Many Misora City students use walking, cycling, or buses to reach the academy, and in any case, the commute takes no longer than 30 minutes. On the other hand, students from outside the city initially take a train to the nearest station, "Misora Station," and then walk about 10 minutes to reach the academy. Since the student dormitories are within the campus, it takes about 5 minutes to walk there.

Using dress codes for commuting is prohibited, and penalties are imposed if caught. However, some students use the excuse of having spotted a "Void-like shadow" when running late, allowing them to skirt the rules. The sight of a "Princess flying while holding a piece of bread" has become a morning spectacle in Misora City.

Student Dormitories

Students at Fairy Tale have the option to live in student dormitories free of charge. Dormitory rooms are designed for two occupants, and students can choose to live with a designated roommate upon application (roommate allocation is assigned by the school if not requested). Each room is about 16 tatami mats in size and is equipped with a dining kitchen, twin beds, a bathroom, a walk-in closet, and a toilet.

School Uniform

Students at Fairy Tale wear uniforms specified by the academy. While students can submit an application to wear their own clothes, about 90% of Fairy Tale students hold a positive opinion of the school uniforms (reasons include avoiding the hassle of choosing outfits daily and not wanting personal taste to show).

There are two types of school uniforms: winter and summer uniforms. The winter uniform consists of a white button-up shirt, beige sweater, navy blazer, and red checkered skirt. The summer uniform is similar to the winter uniform but without the blazer, with sleeveless sweaters and short-sleeve button-up shirts. School bags and loafers are also specified by the academy.

A small badge with the Fairy Tale emblem is attached to the left chest of the school uniform. The emblem features wings, a tiara, and a fairy depicted on a shield. This emblem serves as identification, indicating the student's affiliation with Fairy Tale.

Moreover, students are allowed to modify or accessorize their uniforms within limits of decency and decorum. Wearing a hoodie instead of a sweater, using a tie instead of a ribbon, or wearing slacks instead of a skirt are common modifications. Many students showcase their stylish interpretations of the uniform, contributing to Fairy Tale's popularity among princesses.

Student Handbook

Students of Fairy Tale carry a student handbook provided by the academy. The handbook contains essential knowledge, etiquette, morals, and a campus map necessary for student life. It also includes calendar and memo pages, serving as a tool for schedule management and simple note-taking.

Furthermore, the student handbook, like the school uniform, serves as a form of identification. Even outside the academy, presenting the Fairy Tale student handbook can lead to discounts on products or services and garner trust from the general public.

Student Organizations

Fairy Tale hosts various student organizations, which are voluntarily formed and managed by students to enhance their school life. The following will provide an explanation of the types of student organizations.

Student Council

The Student Council acts as a bridge between students and the academy, primarily focusing on improving student life and planning and organizing school events at Fairy Tale. The Student Council convenes parliamentary sessions with student council members, presenting proposals and plans that are approved as the collective will of the students to the academy. Whenever significant initiatives or reforms are undertaken within the academy, this process must be followed.

Committees

Committees are autonomous organizations in various fields that are formed to enhance student life. Each committee consists of representatives elected from each course and year level. With roles specific to their respective domains, committee members work together across year levels and courses to execute their activities.

Clubs and Circles

Clubs and circle activities are self-organized groups of students who share common interests and hobbies. While participation in clubs and circles is optional, approximately 90% of Fairy Tale students engage in some form of club or circle activity. These groups not only join existing organizations but also have the option to create new ones. In the latter case, forming a new group requires gathering at least five members and submitting an application to the Student Affairs Office.

School Events

Throughout the year, Fairy Tale hosts a variety of school events. The following provides an explanation of some of the main events at Fairy Tale.

April: Entrance Ceremony

The entrance ceremony celebrates the enrollment of new students at Fairy Tale. It includes the singing of the national anthem, a speech by the head of the academy, and a pledge by a representative of the new students.

May: Health Check

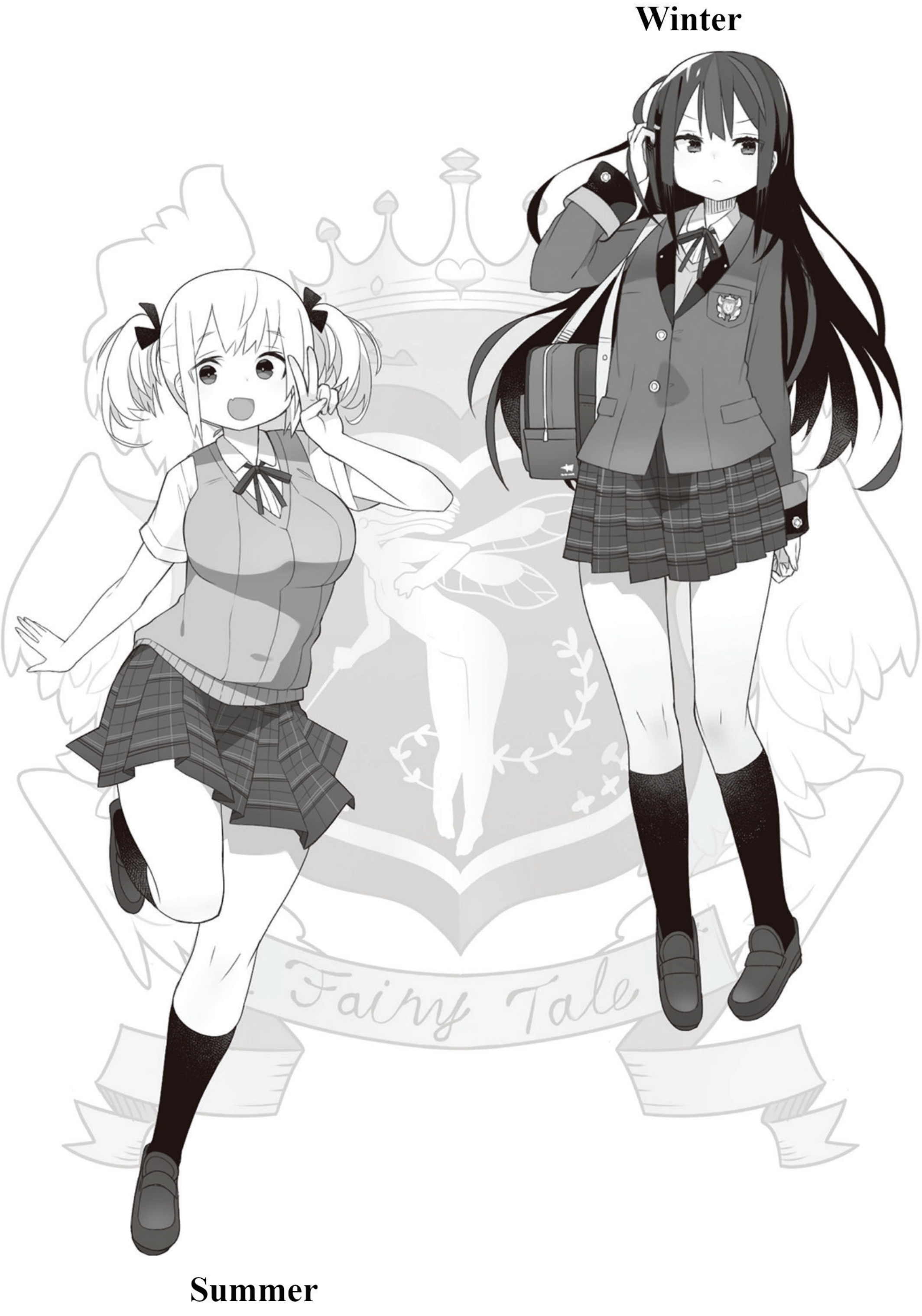
A health check, including measurements of height, weight, and overall health, is conducted for all students. In addition to regular health checkups, Fairy Tale conducts thorough assessments of Precious Energy aptitude. If an individual's aptitude does not meet a certain threshold during this assessment, their Princess qualification may be suspended.

June: Camping

An event open to all students who wish to participate, the camping trip involves activities such as nature experiences and camping. Students are divided into groups of six, taking charge of tasks like setting up tents, preparing meals for dinner, and other activities.

The camping location changes every year, providing opportunities to enjoy nature in various settings such as the seaside or mountains.

Fairy Tale Uniform


Winter
Fairy Tale
Summer

July: First Ace Tournament

An exhibition combat tournament exclusively for first-year Princess students. Also known as the "Rookie of the Year Tournament," it showcases the results of three months of training.

The winner is awarded the title of "First Ace." Participants in the tournament can nominate senior students as mentors, who will provide direct instruction in techniques. If multiple students nominate the same senior, either the senior selects their apprentice or the pairing is determined through a lottery. Of course, students are free to decline mentorship if they find it bothersome.

September: School Trip

A travel event with overnight stays open to all students who wish to join. There are two options: an overseas trip and a domestic trip. Students can choose the one that suits their preference. The overseas trip, though requiring a higher personal contribution, is highly popular and draws many participants each year. On the other hand, the domestic trip, with a lower personal contribution and more nights, appeals to students who wish to enjoy a leisurely trip with like-minded friends.

October: Sports Festival

A sports event involving all students. Various competitions take place in the sports field and gymnasium, with each course participating in different sports. Exclusive to Princess Training Course students, there are also sports and track and field events that allow the use of dress code techniques.

November: Holy Wing Festival

The largest event of the year, utilizing the entire campus. Held over three days from November 1st to 3rd, October 31st is designated as a preparation day, and all classes are canceled.

During the Holy Wing Festival, various student-led events and food stalls are set up on campus. This event attracts not only Fairy Tale students but also students from other academies and residents of Misora City.

December: FT Cup

Officially known as the "Fairy Tale Cup," this is a mock battle tournament for Princess Training Course students. The competition has two categories: individual and team. Both categories involve a tournament of mock battles utilizing the dress code. Winners receive a trophy and a pair of tickets to Misora Seaside Park.

February: DP Contest

Officially named the "Designer & Princess Contest," this event features teams of Dress Code Design Course and Princess Training Course students competing to create the best original dress code. The contest includes a "Fashion Division," where Princesses walk the runway, and a "Battle Division," where practicality is tested through mock battles. The team with the highest combined score in both divisions wins the prestigious grand prize.

March: Graduation Ceremony

A ceremony celebrating the graduation of students from Fairy Tale. The event includes singing the national anthem, speeches from the academy's head, representatives of current students, and representatives of the graduating class.

Long Vacations

Fairy Tale observes a two-month summer break from July to August and a two-month spring break from February to March. Additionally, there is a winter break from December 24th to January 11th. While most students living in dormitories or boarding houses return home during these breaks, some stay behind to engage in self-training or spend time with friends.

However, even during vacations, Voids remain active. Students who remain in Misora City or in the dormitories are responsible for handling Voids during the extended breaks. The academy recognizes these efforts by granting special rewards and acknowledging achievements through practical combat missions.

Facilities Within Fairy Tale

Fairy Tale boasts a variety of facilities within its campus. Here, we will introduce the different facilities that can be found at Fairy Tale.

① Spiral Tower

A symbolic structure of Fairy Tale, the Spiral Tower houses various facilities, including the office of the academy's president and faculty research rooms.

② Auditorium

This facility is used for lectures, large-scale presentations, and ceremonies such as entrance and graduation ceremonies. The auditorium can accommodate approximately 2000 seats and stands at a height of around 50 meters.

③ Lecture Buildings

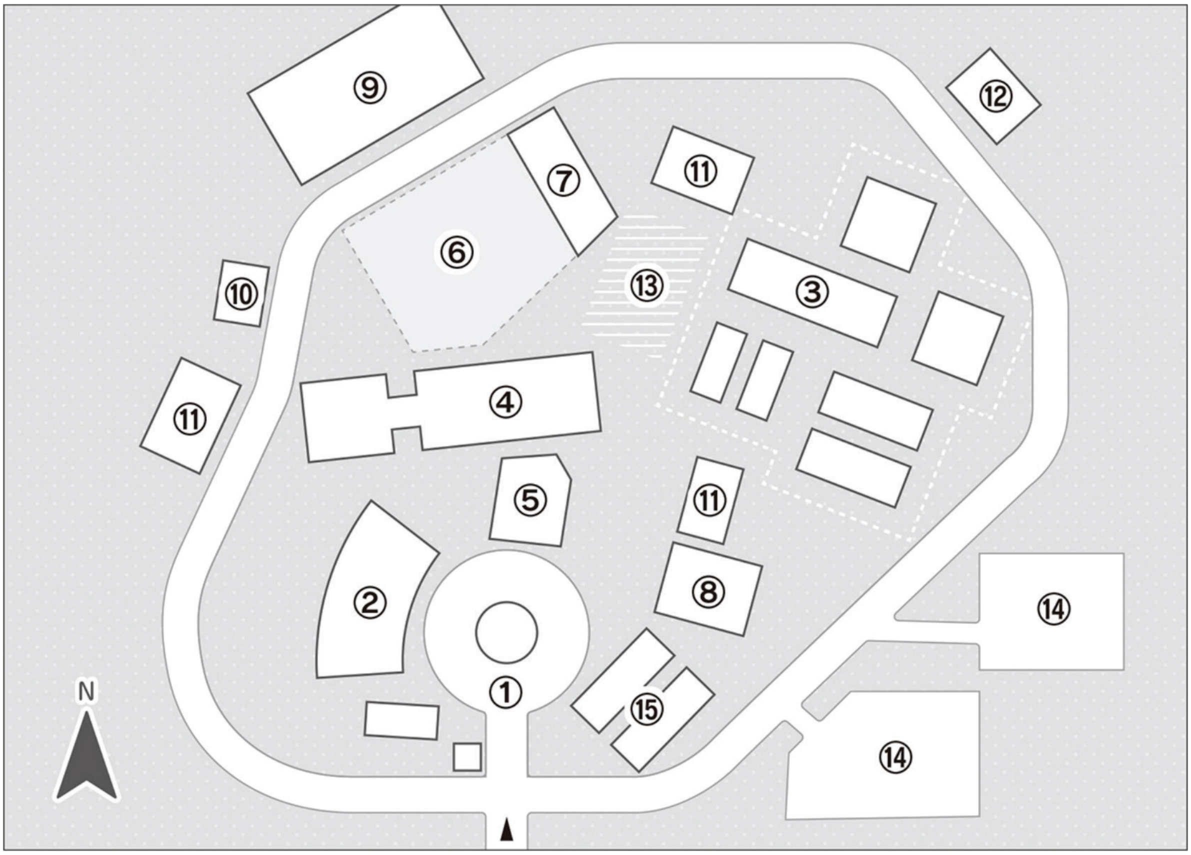
These are the facilities where students attend lectures. There are eight buildings from A to H, with different buildings used based on the content of the lecture. Generally, lectures with over 100 attendees are held in Buildings A to C, while medium and small-sized lectures take place in Buildings D to H.

④ Practice Buildings

The practice buildings are used for students to engage in practical exercises. Combat training using the dress code and mock battles are conducted in these buildings. There are two practice buildings: the first for large-scale exercises and the second for smaller exercises. The first practice building is designed like a stadium and is also utilized for events like sports festivals and the FT Cup.

⑤ Student Library

This facility serves as a place where students borrow and access books. With a collection of around one million volumes, it includes numerous books related to Voids, Precious Energy, and Dress Codes. Students not only use the library for research but also for studying and relaxation.



⑥ Sports Field

This is an outdoor area where students engage in physical activities. It is used for physical education classes as well as for club and circle activities. The sports field includes various facilities such as tennis courts, a heated swimming pool, and an archery range, allowing students to enjoy a wide variety of sports within the campus.

⑦ Gymnasium

The gymnasium is an indoor space for students to engage in physical activities. Similar to the sports field, it is used for physical education classes, club activities, and more. The gymnasium features facilities like basketball courts, volleyball courts, table tennis areas, and a martial arts hall. Additionally, there is a sports gym equipped for physical training.

⑧ Student Union Building

This facility houses club rooms for student-run organizations, including clubs and circles. With over 100 different student-run organizations at Fairy Tale, each one has its own designated room. The Student Union Building consists of two eight-story buildings, totaling 150 rooms. However, around 30 rooms are currently unoccupied.

⑨ Student Dormitories

These are residential facilities for students. Currently, about half of Fairy Tale's students reside in the dormitories. There are multiple buildings within the premises, each managed by a dormitory head. The dormitories are just a few minutes' walk away from the academy's lecture buildings.

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⑪ Shopping

This is a place where students can purchase food, stationery, books, and miscellaneous items. The menu includes a wide range of food items, from standard bento boxes to popular sweets and even lesser-known packaged beverages. Many students also buy textbooks and dictionaries from the shop for their classes.

Additionally, there are vending machines throughout Fairy Tale's campus, allowing students to purchase food and drinks outside of the shop.

⑫ Dining Hall

The dining hall is a place for students to have meals. Fairy Tale has three dining halls: the First Dining Hall, the Second Dining Hall, and the Third Dining Hall. Lunchtime is the busiest, but breakfast and dinner menus are also available, making the dining halls bustling with students throughout the day.

⑬ Dress Code Maintenance Facility

This is a practical training facility for learning dress code maintenance and also serves as a storage area for Fairy Tale's dress codes. Equipped with advanced manufacturing machinery, students from the Dress Code Design department can create original Princess Cores and armaments.

⑭ Courtyard

The courtyard features a fountain, lawns, and flower beds. Various flowers are cultivated in the flower beds, providing a beautiful array of colors that change with the seasons. On sunny days, many students can be seen enjoying their meals in the courtyard.

⑮ Parking Lot

This is where teachers, students, and visitors park their vehicles. Fairy Tale is surrounded by roads, allowing vehicles to circle the campus.

Some Princess who appreciate the romanticism of hovering instead of flying engage in late-night races around the parking lot to test their hovering speeds.

However, this is a violation of school rules, and those caught may face penalties such as cleaning restrooms or participating in volunteer activities.

⑯ Staff Building

The staff building houses waiting rooms for instructors who teach at Fairy Tale, as well as offices for staff members responsible for the school's administration and operations.

When using facilities for club activities or requesting equipment, students are required to submit paperwork to the staff office in the Staff Building.

NPC List

Here, we will introduce individuals who are involved in the activities of the Princesses, as well as those who are connected to life at Fairy Tale and in the city of Misora.

Additionally, some Queen Voids will also be introduced here. When creating scenarios, you are free to use the NPCs introduced here.

You can also include them in scenes depicting the daily lives of the PCs or investigation scenes, among others.

Description Explanation

Each character is introduced with the following details.

① Name

The character's name.

② Age

The character's age.

③ Gender

The character's gender.

④ 1st Person/2nd Person

How the character refers to themselves and how they address others.

⑤ Quote

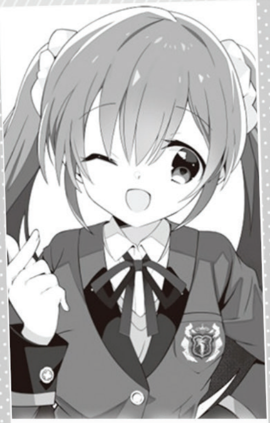
Lines that symbolize the character.

⑥ Description

Information about the character.

Scenario creators can add their own original details to these NPCs when including them in scenarios.

Additionally, when creating PCs, you can establish relationships like "friend" or "relative" with these NPCs. However, if the scenario already hints at the appearance of an NPC, it's important to obtain the GM's permission before creating such relationships, as inconsistencies between the scenario and the PC's background might arise.



Age: ② - Gender: F③ale
1st Person: I (Watashi)
2nd Person: ④ You (Kimi)

Official NPC

Misora ① Sora

"I'm sure you can become ⑤ wonderful princess!♪"

A girl with twin-tail blue hair and cherry blossom-colored eyes. She's enrolled in the Fairy Tale Princess Training Department and has been the student council president of Fairy Tale for three consecutive terms, ⑥ rotating every semester. She is also the daughter of the headmaster, Mikusora Hiina.

Always energetic and cheerful, she spreads her charming smile around. She has high communication skills and quickly becomes friends even with strangers, taking newly acquainted students to various places to play.

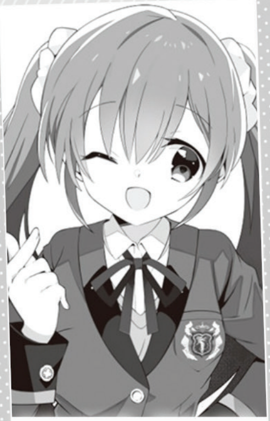
As a student council activity, she's an idea person who plans various school events and executes any interesting ideas.

She's also a content creator on the video site "pritube," mainly posting morning routine and makeup role-play videos, with a total of over 100 million views.

Official NPC

Misora Sora

"I'm sure you can become a wonderful princess!♪"



Age: 14 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Kimi)

A girl with twin-tail blue hair and cherry blossom-colored eyes. She's enrolled in the Fairy Tale Princess Training Department and has been the student council president of Fairy Tale for three consecutive terms, rotating every semester. She is also the daughter of the headmaster, Mikusora Hiina.

Always energetic and cheerful, she spreads her charming smile around. She has high communication skills and quickly becomes friends even with strangers, taking newly acquainted students to various places to play.

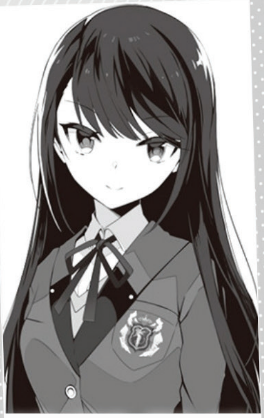
As a student Council Member, she's an idea person who plans various school events and executes any interesting ideas.

She's also a content creator on the video site "pritube," mainly posting morning routine and makeup role-play videos, with a total of over 100 million views.

Official NPC

Shinonome Akatsuki

"I want to fly higher than anyone else, be stronger, more beautiful, and shine even brighter!"



Age: 15 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

A girl with red straight long hair. She is a student of Fairy Tale Princess Training Department and works part-time as a Void Hunter. Her skills as a Void Hunter are exceptional, and her count of large Void subductions is among the top in Japan.

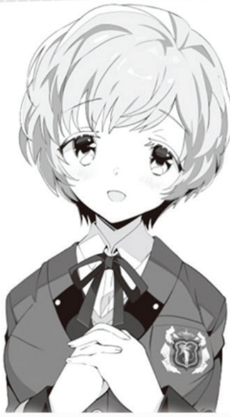
She possesses a fearless and strong-willed personality, always maintaining a cool atmosphere. Influenced by her mother, Shinonome Miyuki, she loves dressing in stylish clothes.

Her dream is to become the world's top supermodel and walk the runway wearing her mother's designed clothes. Her hobby is posting selfies on SNS, and she is known as a popular influencer among middle and high school girls.

Official NPC

Sairenji Suika

"I definitely want to make my dreams come true again, both as a skater and as a Princess..."



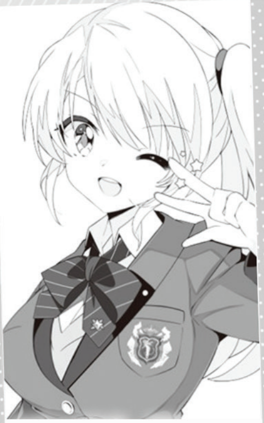
Age: 16 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Kimi)

A girl with short green hair with pink highlights, her trademark. She's known for her strong sense of responsibility, caring nature, and calm demeanor, earning her the affectionate title of "gentle big sister" among younger students.

A Fairy Tale Princess and a top-class figure skater in the country. Her technical and expressive abilities are outstanding among her peers, and she was expected to be on the podium in the next Olympics.

However, about a year ago, during a Void incident, she continued to forcibly fight to save people despite losing her Precious Protect due to severe damage and end up injured her leg.

She's currently undergoing rehabilitation in the hospital and is scheduled to be discharged soon. However, whether she can return as a Princess or a figure skater remains uncertain.



Official NPC

Houjou Yuzuki

"Yuzuki want to be an idol who can bring smiles to everyone's faces!"

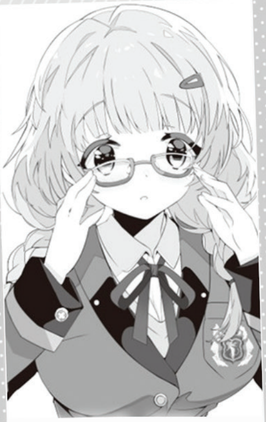
Age: 17 - Gender: Female
1st Person: Yuzuki
2nd Person: Name + san

A diligent, polite, and serious girl with blonde side-tail hair. Despite attending Fairy Tail school, she's also active as a top idol known by everyone.

Although she has a low aptitude for Precious Energy and is personally not good at fighting, she became a Princess due to being promoted by her agency as part of her entertainment activities.

On the other hand, her singing voice has a special effect of amplifying the Precious Energy of those who hear it, making her highly skilled in rear support.

However, many Queen Voids target her, trying to utilize her voice to amplify Dark Precious Energy.



Official NPC

Minase Shino

"Eh? Me...? ? N-no, you've got the wrong person... Ahaha..."

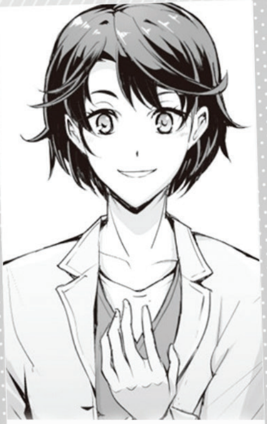
Age: 14 - Gender: Female
1st Person: I (Watashi)
2nd Person: Surname + san

A girl with purple hair and slender triple-braided twin tails. A student at Fairy Tale, enrolled in the Dress Code Design department and often helps with library management as a library committee member.

Also the vice-president of the Anime Research Club, she's well-versed in a wide range of works, including those aimed at young girls, shonen, and women.

Shy and introverted with a slightly spaced-out nature, she often causes small troubles. Wanting to change herself, she secretly works as a cosplayer, often appearing at events.

She admired princesses since childhood but gave up on becoming one due to a lack of aptitude.



Official NPC

Misora Hinata

"Turn your feeling into wings. That way, you won't lose to anything."

Age: 38 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

The principal of Fairy Tale, she's a friendly and reliable adult woman. She is also the mother of the student council president, Misora Sora.

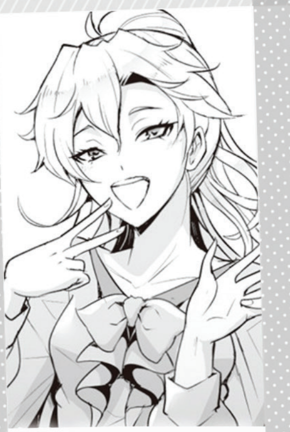
One of the "Seven-Colored Princesses" who saved Misora City 22 years ago, and a first-generation student of Fairy Tale. After traveling to Princess training schools around the world during her overseas studies, she retired early at 24 due to a decrease in aptitude, and after marriage and childbirth, became Fairy Tale's principal about 5 years ago.

She enjoys walking around the school during her free time and often talks to students, providing advice and enjoying her interactions. However, she never holds back in competition, and frequently shoots all of her students down in simulated combat.

Official NPC

Iris Arc-en-Ciel

"Protecting the Princesses is the role of this company...
and my duty as well."



Age: 36 - Gender: Female
1st Person: I (Boku)
2nd Person: You (Kimi)

Iris is the CEO of Fairy Tale Corp. Despite being at the helm of a global conglomerate, she's cheerful, lively, and easy to approach.

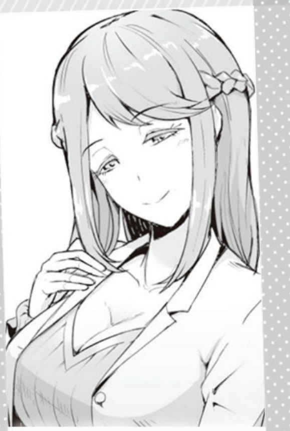
She is a skilled businesswoman who actively involves herself in the management of the academy, development of Dress Codes, improving Princesses' welfare, and advocacy. Half Japanese and half Swedish, she's fluent in many languages and played a key role in making Fairy Tale a globally recognized company.

A former princess and one of the "Seven-Colored Princesses," she's often targeted by Queen Voids with numerous attempts at brainwashing and impersonation, but always thwarted by the Princesses effort.

Official NPC

Yakuji Amane

"Today's lecture is about Void's behavior patterns.
Has everyone reviewed last time's material?"



Age: 37 - Gender: Female
1st Person: I (Watashi)
2nd Person: Name + san

A teacher and researcher of the Void at Fairy Tale, Amane is a scholarly intellectual who always seen reading books and papers.

As a person with a strong intellectual curiosity, she often reads books and papers during break time, and she's often spotted walking around the school reading a book.

At Fairy Tale, she is mainly in charge of teaching about the Void's ecology and characteristics, and she explains even slightly nerdy knowledge to students in an easy-to-understand manner.

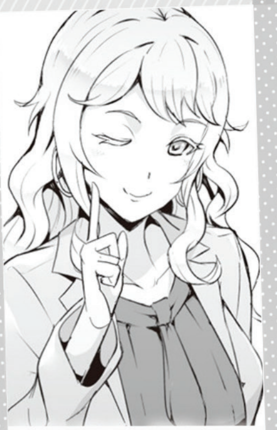
She is also known as a former princess and one of the "Seven-Colored Princesses."

Her research aims to "Eradicate combat through communication with the Void and Queen Void". but there are those who criticize her in the academic world and in public.

Official NPC

Shinonome Miyuki

"Hey, look at this! I designed it! It's super cool, isn't it?!"



Age: 39 - Gender: Female
1st Person: Me (Atashi)
2nd Person: Name + Chan

She is the person in charge of the Dress Code maintenance facility and a developer of the Dress Code within Fairy Tale. In addition to Dress Codes, she is famous as a fashion designer and has even launched her own brand.

She has a stylish atmosphere, playful and mischievous personality, often teasing people.

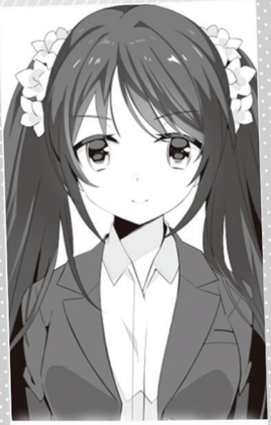
In developing the dress code, she places greater emphasis on design over practicality. According to her, "Armament that makes girls' hearts flutter also increases precious energy."

Whenever students wish for Dress Code repairs or design improvements, she actively listens to their concerns and undertakes the necessary repairs or improvements.

Official NPC

Shinozaki Suzuha

"Yes, this is the Princess Department of Misora City Hall.
You're calling about the license issuance? Understood!"



Age: 23 - Gender: Female
1st Person: I (Watashi)
2nd Person: Surname + san

She is a female employee working in the Princess Department at Misora City Hall. She has a bright, honest, diligent, straightforward, sincere, and positive personality. Being a new employee, she is still getting accustomed to the workplace, but she strives every day to learn her tasks.

While she doesn't possess the aptitude for "Precious Energy", she has many friends who are Princesses. Inspired by them, she wanted to work in a princess-related position, leading her to join the Princess Department.

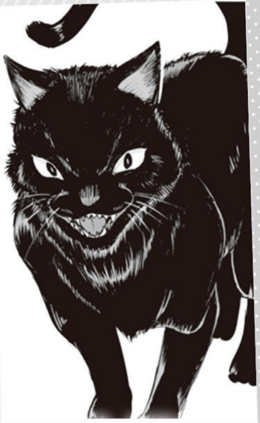
Because she primarily handles counter services, she has a wealth of information about many topics from citizens to "Voids". She readily shares this information with the princesses of "Fairy Tale".

Secretly, she's a pro gamer, and after work, she's been spotted playing rhythm and racing games at Misora Game Zone.

Official NPC

Circe

"I am one of the strongest Queen Voids. Kirke, meow!"



Age: 2 - Gender: Female
1st Person: I (Wagahai)
2nd Person: You (Kisama)

A Queen Void that parasitizes the mind of a Russian Blue cat, about 50cm length. Her trademarks are her blue and yellow odd eyes that are large and round. Normally, she behaves like a regular cat, blending seamlessly into society.

However, her true nature combines cunning and malevolence. She's always scheming to boost the dark Precious Energy within humans.

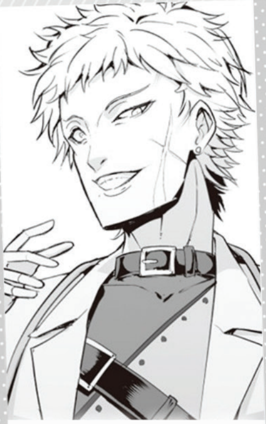
Gathering dark Precious Energy, her goal is to become "the strongest Queen Void" and outsmart other Queen Voids.

She excels at stimulating human jealousy and complexes, using her cute cat appearance to get close and amplify their inner darkness.

Official NPC

Faust

"You see, I've been waiting for humans like you,
who scream within their hearts!"

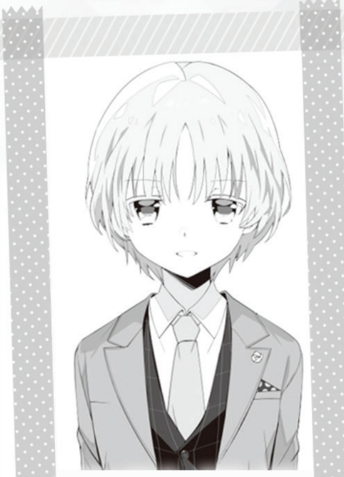


Age: 26 - Gender: Male
1st Person: I (Watashi)
2nd Person: You (Anata)

A Queen Void parasitizing the mind of a Japanese male doctor. Utilizing the hacking abilities of Queen Voids, he alters his id and moves between various hospitals.

He a cold-hearted, manipulative, taking pleasure in driving people to despair. For him, the act of amplifying the "darkness of the heart", which should be just a means for Queen Voids, has become an end in itself. Therefore, he always plots grand schemes aiming to amplify the dark Precious Energy in situations he finds most fitting.

He despises anyone who interferes with his plans and will always seek revenge against such individuals.



Age: 11 - Gender: Male
1st Person: I (Boku)
2nd Person: You (Kimi)

Merlin

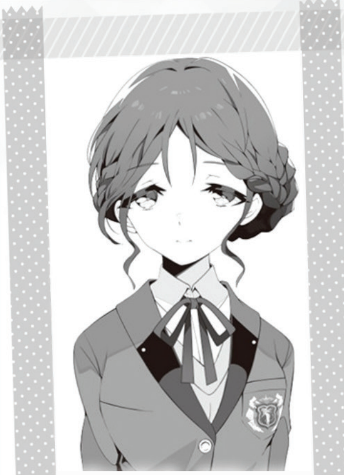
Official NPC

"Ahahaha! You think you've beaten me with that? How pitiful! How clumsy! How ridiculous!"

A Queen Void that parasitizes the mind of a British child actor. Although it has taken over the boy's mind, it hasn't fully possessed it host. Instead, it lurks within the boy's mind like a hidden personality, only manifesting itself at crucial moments. When manifested, he appears as a "seemingly pure and innocent but somehow twisted boy."

He harbors an extreme loyalty to Solomon, seeking to manifest Solomon on Earth using dark Precious Energy.

He also doesn't get along with Faust, another Queen Void who enjoys "the despairing of humanity," and may even obstruct him depending on the situation.



Age: 16 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

Medea

Official NPC

"Dark Precious Energy confirmed... I shall drive that girl into despair."

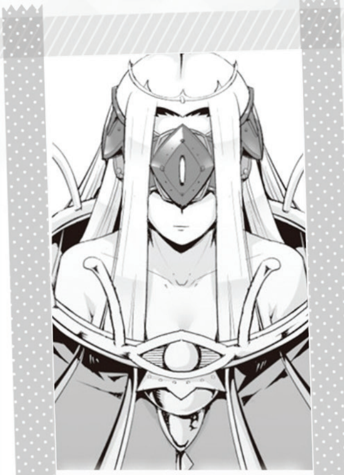
A Queen Void that parasitizes the mind of a Russian girl who attending Fairy Tale. While she usually acts as an ordinary girl attending classes at Fairy Tale, she secretly gathers dark Precious Energy.

Emanates a cool and mysterious aura, with some students admiring her aura while others find her intimidating.

Unlike other Queen Voids, she doesn't show much emotional fluctuation and is focused on gathering dark Precious Energy more efficiently.

Among the her rank, she possesses high combat capabilities on her own. Interestingly, she has never taken direct actions like assassinating a princess or taking a life

Recently, she has started showing interest in human emotions, though she doesn't seem to be aware of this newfound interest.



Age: 38 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Kisama)

Solomon

Official NPC

"Unto thee, I shall bestow the gift of despair."

The entity that oversees all Queen Voids and is referred to as the strongest Void. Her goal is to conquer Earth, and she orchestrates various incidents through her Queen Void subordinates to eliminate the Princesses, who are an obstacle to her plans.

Other than her immense power, many details about her remain shrouded in mystery. She has never revealed her true form to humans.

However, she once appeared as a hologram in the form of a human woman by hacking various electronic devices after humanity defeated the first Void, declaring, "Unto thee, I shall bestow the gift of despair." and vanished.

The reasons behind her human-like appearance and her enmity towards humanity remain unknown.

PLAYER SECTION

PC Creation

The beginning of a session starts with the PL creating their own PC. When creating a PC, make sure to copy the Character Sheet from page 174 and have it prepared. You can download and print the Character Sheet from the Princess Wing official website.

Now, we'll explain the components of a PC in 'PW' and the steps to create one.

Components of a PC

In 'PW,' a PC consists of the following eight components.

① Princess Core

The central system that forms the basis of the PC's equipped Dress Code, representing the attire worn by the PC during battles. The Princess Core determines the PC's basic attributes and the special functions of the Dress Code.

② Basic Attributes

Numerical values determined by the Princess Core. Each PC has values for【Max HP】,【Max TP】,【SS Value】, and【Movement Value】.

【Max HP】: Represents the character's health. When this reaches 0, the character becomes incapacitated. Incapacitated characters leave the battle and their Dress Code is forcibly deactivated.

【Max TP】: Represents the character's technical points. These are expended when using special actions called "Techniques."

【SS Value】 (Strike Speed): Represents the character's speed in battle. Initiative order is determined by this value.

【Movement Value】: Indicates the number of squares the character can move during their turn.

All these values start at a minimum of 0.

③ Techniques

〈Special Techniques〉 possessed by the PC. At the time of PC creation, the PL selects three Techniques for the PC to acquire

Techniques can be activated by spending【TP】during battle.

For more details, refer to Rule on page 118.

④ Armaments

Refers to the weapons and equipment the PC can use. During PC creation, the Player selects four Armaments for the PC to equip.

Armaments are categorized into three types: "Type A," "Type R," and "Type P," representing attack, defense, and constant effect Armaments, respectively.

For more details, refer to Rule on page 119.

⑤ Wing Drive

Special actions that PCs can use to momentarily enhance their combat abilities. At PC creation, the Player selects one of the seven types of Wing Drives for the PC to acquire.

Wing Drives can be used only once per scenario.

For more details, refer to page 102.

⑥ Life Tags

Represent the PC's individuality and traits. By deciding the PC's hobbies, 〈Special Techniques〉, and more, you can better express their inner nature. At PC creation, the Player selects one Life Tag from the 13 available options to represent the PC.

Life Tags can be used during investigation sections in scenarios.

For more details, refer to Rule on page 110.

⑦ Personal Flavors

This represents the finer details and social relationships of the PC. By determining aspects such as the PC's hairstyle and accessories, you can express their appearance and social character more deeply. During PC creation, the PL selects one Personal Flavor from five options provided on the table and assigns it to the PC.

⑧ Other Settings

These are settings that allow the PL to delve deeper into the PC's characterization. This includes details like the PC's name, age, and aliases.

Furthermore, on pages 76 and 77, there are tables that provide options for deciding certain settings through DOC. If you're unsure about creating your PC, you can refer to these tables.

PC Creation Methods

In 'PW,' there are two methods to create a PC.

Quick Start

The first is the Quick Start.

This involves selecting one of the pre-prepared Sample Character data and adding Life Tags and Personal Flavors to create the PC.

This method allows for easy and quick PC creation, making it ideal for those who are new to playing 'PW' or not very familiar with TRPGs.

Construction

The second is Construction.

This method involves the PL making almost all decisions to create the PC.

As such, it's recommended for those who have played 'PW' before or are experienced with TRPGs.

Changing Equipment's Data Rule

Changing Equipment's Data Rule

Data for things like 〈Special Techniques〉, 〈Armaments〉, and 〈Wing Drives〉 in 'PW' generally come with specific names and performance settings during use.

However, if you wish to change the names or descriptions for visualizing your PC, the PL can modify the names and descriptions of 〈Special Techniques〉, 〈Armaments〉, and 〈Wing Drives〉 without altering the data, under the condition of not altering the data's content. This is referred to as the [Changing Equipment's Data Rule] in 'PW.'

By using the Changing Equipment's Data Rule, the PL can refine the image of the PC even further. For example, let's say a PL wants to create a PC equipped with an axe-like Armament. However, there is no axe-like Armament listed in this book's data. By utilizing the Equivalent Equipment Rule, the PL can rename the 〈Gigantia Hammer〉 to 〈Gigantia Axe〉 or 〈Mega Break Tomahawk〉 and role-play as if the PC is equipped with an axe-like Armament in actual gameplay.

However, there are conditions to be met when using the [Changing Equipment's Data Rule].

GM Approval

When using the [Changing Equipment's Data Rule], GM approval is required. If the GM determines that the use of the [Changing Equipment's Data Rule] could disrupt the session's image or cause the session to stagnate, they have the authority to reject its use.

When using the [Changing Equipment's Data Rule] during PC creation, be sure to have GM approval first.

Name Overlap

When using the [Changing Equipment's Data Rule] to change the names of Techniques, Armaments, or Wing Drives, you cannot use the same names as other existing data. This is to avoid confusion when processing data.

Quick Start

Quick Start is a method of creating a PC using pre-prepared data. It is recommended for those who are creating a PC for the first time or have limited time for PC creation.

Quick Start Procedure

The following steps are followed for Quick Start PC creation:

① Select Sample Data

First, select a Sample Character to use for the scenario. Some scenarios may recommend specific Sample Characters, so be sure to confirm with the GM.

② Transcribing to the Sheet

After deciding on the Sample Character to use, transcribe the relevant information onto the Character sheet.

Transcribing to Variation Sheet

A Variation is a set of interchangeable ⟨Armaments⟩ that can be switched during combat.

Depending on the type of Sample Character, you may need to prepare a Variation Sheet. If you choose a Sample Character that requires a Variation Sheet, prepare one sheet and transcribe the relevant information onto it. The variations for each Sample Character are listed on pages 66 and 67.

Additionally, there's a space on the top right of the Variation Sheet where you can write the name of the Variation. You can come up with your own name or refer to the table on page 77 to decide.

PDF of Sample Characters

For all Sample Characters, PDFs with all the necessary information filled in are available for download from the Princess Wing official website. Instead of transcribing the data onto the character sheet, you can print or download these PDFs and use them directly.

Furthermore, the data for Sample Characters is also provided on pages 52 to 65 of this book. You can copy and use that information as well.

③ Select Life Tags

Life Tags represent aspects of the PC's personality and characteristics. Determining these allows for a deeper expression of the PC's inner nature.

For more details, refer to page 68.

④ Select Personal Flavors

Personal Flavors represent the finer details and social relationships of the PC. Determining these allows for a deeper expression of the PC's appearance and social character.

For more details, refer to page 73.

⑤ Select Other Settings

Other Settings are details that further enhance the PC's characterization, which the PL can freely consider and decide. For example, this could include the PC's name, age, or aliases.

For more details, refer to page 73.

Illustrations of Sample Characters

Sample Characters are accompanied by illustrations and dialogue, which are provided for the purpose of visualization.

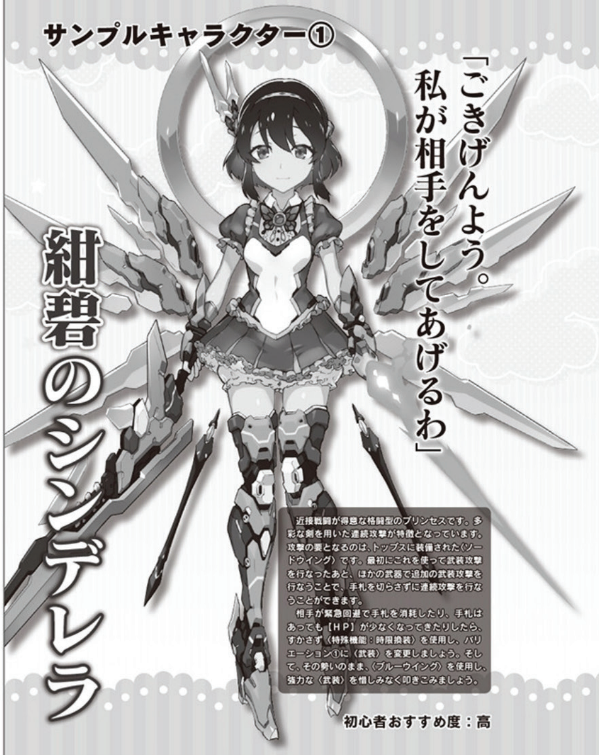
When creating a PC using the Quick Start method, it's not necessary to strictly adhere to the images provided in the illustrations and dialogue of the Sample Character.

PLs should prioritize their own vision and make decisions about the PC's settings and inner nature according to their own preferences.

サンプルキャラクター①

「ごきげんよう。私が相手をしてあげるわ」

紺碧のシンデレラ



近接戦闘が得意な格闘型のプリンセスです。多彩な剣を用いた連続攻撃が特徴となっています。攻撃の要となるのは、トップスに装備された〈ソードウイング〉です。最初にこれを使って武装攻撃を行なったあと、ほかの武器で追加の武装攻撃を行なうことで、手札を切らさずに連続攻撃を行なうことができます。

相手が緊急回避で手札を消耗したり、手札はあっても【ＨＰ】が少なくなってきたりしたら、すかさず〈特殊機能：時限換装〉を使用し、バリエーション①に〈武装〉を変更しましょう。そして、その勢いのまま、〈ブルーウイング〉を使用し、強力な〈武装〉を惜しみなく叩きこみましょう。

初心者おすすめ度：高

特技

特技名	消費ＴＰ	効果	参照
クイックリロード	2	自分は山札から１枚引いて手札に加える。	P90
オーバークロック	3	自分は山札から２枚引い[illegible]に加える。この特技は１シナリオに１回まで使用可能である。	P89
エンハンスウエ[illegible]ン	3	[illegible]分が使用するすべての武装の威力に＋３する。この特技は１シナリオに１回まで使用可能である。	P89

プリンセスコア

	プリンセスコア名	最大ＨＰ	最大ＴＰ	ＳＳ値	移動値
	サンドリヨン	50	15	5	2

特殊機能	効果	参照
時限換装	キャラクター作成時、バリエーション※[illegible]する。自分は戦闘中の好きなタイミングでこの特殊機能の使用を宣言することで、１ターン[illegible]ンに武装を変更する。このとき、そのバリエーションのすべての武装の回避コストに＋１[illegible]この特殊機能[illegible]ナリオに１回まで使用可能である。	P81

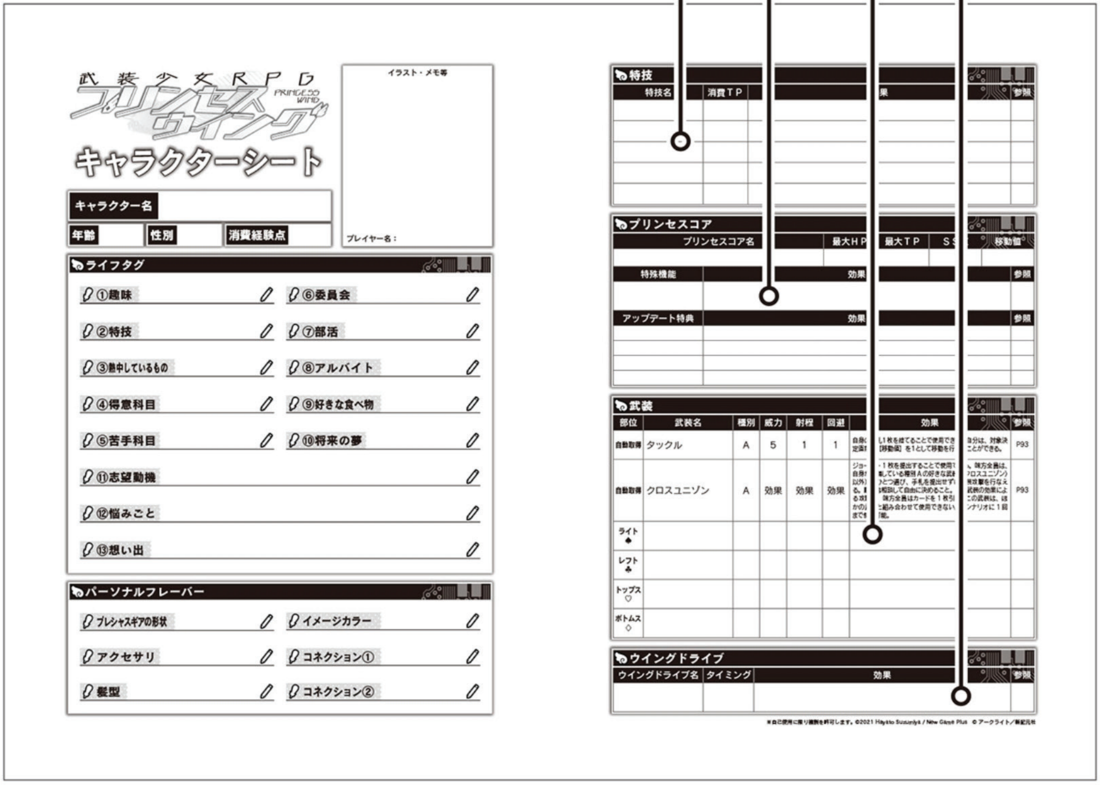
アップデート特典	効果	参照

武装

部位	武装名	種別	威力	射程	回避	効果	参照
自動取得	タック[illegible]	A		1	1	自身の手札１枚を捨てることで使用できる。自分は、対象決定直前に【移動値】を１として移動を行なうことができる。	P93
自動取得	クロス[illegible]ゾン	A	[illegible]	効果	効果	ジョーカー１枚を提出することで使用できる。味方全員は、自身が装備している種別Ａの好きな武装（〈クロスユニゾン〉以外）をひとつ選び、手札を提出せずに武装攻撃を行なえる。順番は相談して自由に決めること。この武装の効果による攻撃後、味方全員はカードを１枚引く。この武装は、ほかの武装と組み合わせて使用できない。１シナリオに１回まで使用可能。	P93
ライト ♠	ストラ[illegible]ソード	A		1～[illegible]		自分は[illegible]対象決定直前に【移動値】を１として移動を行な[illegible]る。この武装の効果で移動を行なう際、自分は衝突に[illegible]ダメージを受けない。	P94
レフト ♣	コスモ[illegible]ブレイド	A		1～2	2	自分は[illegible]武装による武装攻撃の終了後、山札から２枚まで引い[illegible]に加えることができる。そうした場合、自分の手札を[illegible]選び捨てる。	P94
トップス ♡	ソードウ[illegible]ング	A		1～2	2	この武[illegible]撃の終了時からアクションフェイズが終わるまでの間、[illegible]は射程に１を含む武装による武装攻撃で敵にダメージを[illegible]るたび、山札から１枚引いて手札に加える。	P98
ボトムス ◇	アサル[illegible]ッグ	A		1	2	自分は[illegible]象決定直前に【移動値】を２として移動を行なうこと[illegible]る。この武装の効果で移動を行なう際、自分は衝突に[illegible]ダメージを受けない。	P100

ウイングドライブ

ウイングドライブ名	タイミング	効果	参照
ブルーウイング[illegible]	アクションフェイズ	自[illegible]度に山札からカードを２枚引き、手[illegible]加える。さらに、自分はこ[illegible]ンフェイズ[illegible]の[illegible]ードの数字に関係なく、追加で３回[illegible]武装を使用することができ[illegible]この効果で[illegible]装を２回以上使用することはできな[illegible]	P103



武装少女ＲＰＧ
プリンセスウイング
PRINCESS WING
キャラクターシート

イラスト・メモ等

プレイヤー名：

キャラクター名

年齢　性別　消費経験点

ライフタグ

- ①趣味
- ②特技
- ③熱中しているもの
- ④得意科目
- ⑤苦手科目
- ⑥委員会
- ⑦部活
- ⑧アルバイト
- ⑨好きな食べ物
- ⑩将来の夢
- ⑪志望動機
- ⑫悩みごと
- ⑬想い出

パーソナルフレーバー

- プレシャスギアの形状
- アクセサリ
- 髪型
- イメージカラー
- コネクション①
- コネクション②

特技

特技名	消費ＴＰ	効果	参照

プリンセスコア

プリンセスコア名	最大ＨＰ	最大ＴＰ	ＳＳ値	移動値

特殊機能	効果	参照

アップデート特典	効果	参照

武装

部位	武装名	種別	威力	射程	回避	効果	参照
自動取得	タックル	A	5	1	1	自身[illegible]１枚を捨てることで使用でき[illegible]自分は、対象決定直[illegible]【移動値】を１として移動を行[illegible]ことができる。	P93
自動取得	クロスユニゾン	A	効果	効果	効果	ジョー[illegible]・１枚を提出することで使用で[illegible]、味方全員は、自身[illegible]している種別Ａの好きな武[illegible]クロスユニゾン〉以外）[illegible]とつ選び、手札を提出せず[illegible]攻撃を行なえる。[illegible]相談して自由に決めること。[illegible]武装の効果によ[illegible]る攻[illegible]味方全員はカードを１枚引[illegible]この武装は、ほかの[illegible]と組み合わせて使用できない[illegible]シナリオに１回まで[illegible]能。	P93
ライト ♠							
レフト ♣							
トップス ♡							
ボトムス ◇							

ウイングドライブ

ウイングドライブ名	タイミング	効果	参照

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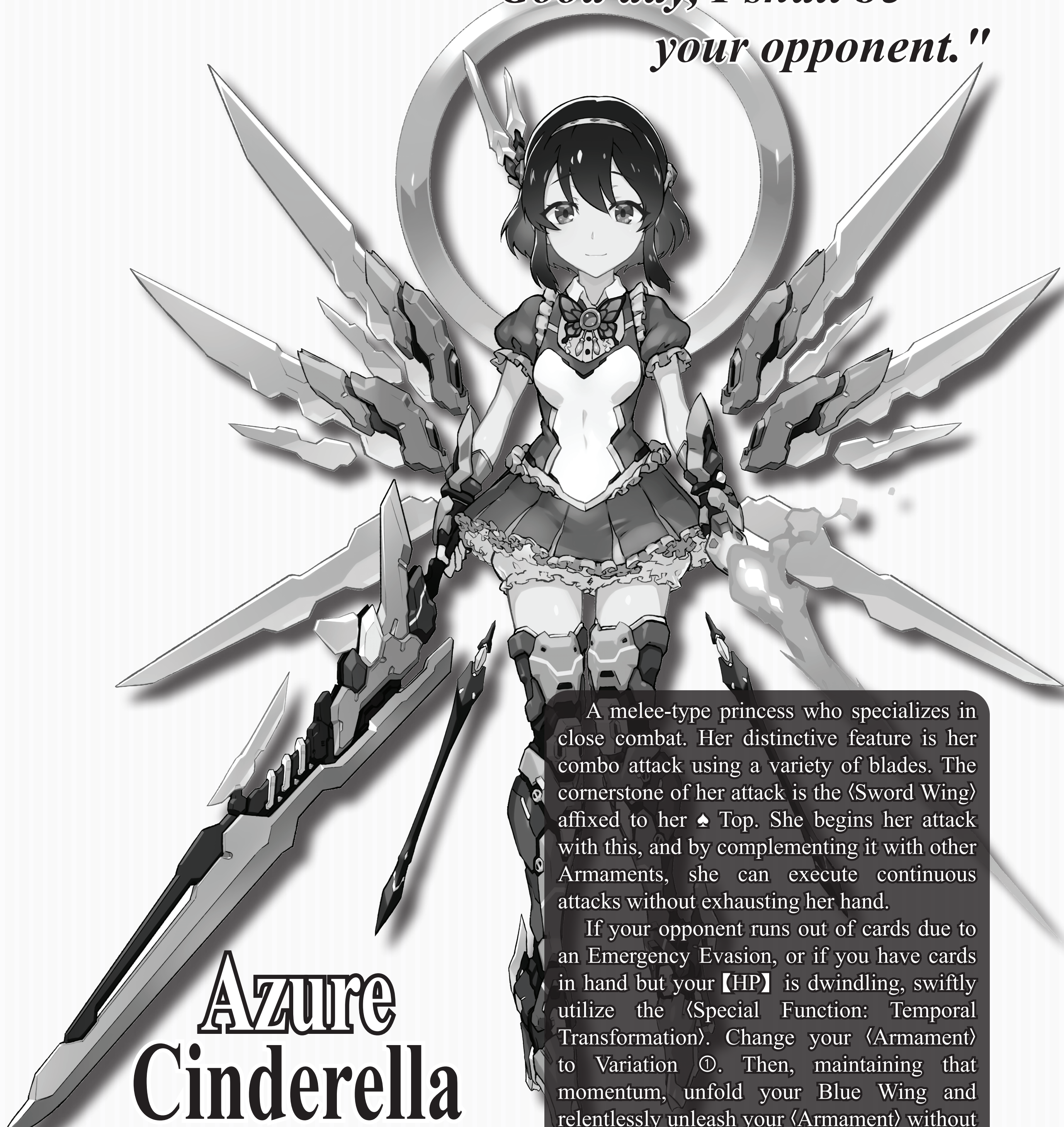
Sample Character 1

"Good day, I shall be your opponent."



Azure Cinderella

A melee-type princess who specializes in close combat. Her distinctive feature is her combo attack using a variety of blades. The cornerstone of her attack is the ⟨Sword Wing⟩ affixed to her ♠ Top. She begins her attack with this, and by complementing it with other Armaments, she can execute continuous attacks without exhausting her hand.

If your opponent runs out of cards due to an Emergency Evasion, or if you have cards in hand but your【HP】is dwindling, swiftly utilize the ⟨Special Function: Temporal Transformation⟩. Change your ⟨Armament⟩ to Variation ①. Then, maintaining that momentum, unfold your Blue Wing and relentlessly unleash your ⟨Armament⟩ without hesitation.

Recommended for beginners: High

Special Technique

Name	TP Cost	Effect	Page
Quick Reload	2	Draw 1 card from the deck and add it to your hand.	P90
Overclock	3	Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.	P89
Enhanced Weapon	3	During this Action Phase, increase the Power of all your Equipped Armaments by +3. Can be used once per scenario.	P89

Princess Core

Name	HP	TP	SS	Movement
Cendrillon	50	15	5	2

Special Function	Effect	Page
Temporal Transformation	When creating a PC, create one Variation. During combat, at any time, you can use of this Special Function. For 1 turn, change your Armaments to any desired Variation. Additionally, all Evasion Costs of Armaments in that Variation are increased by +1. This Special Function can be used once per Scenario."	P81

Armaments

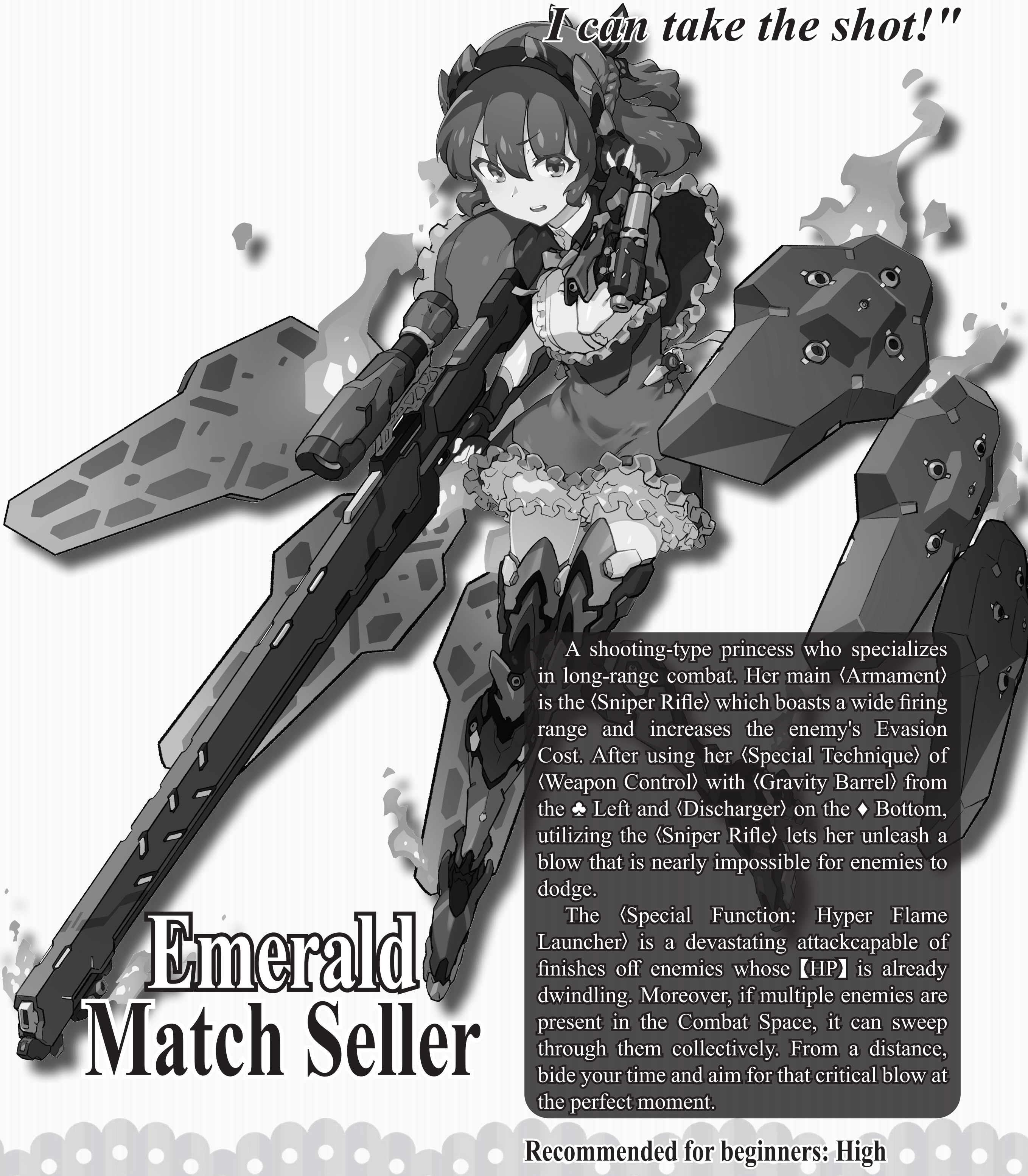
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Strike Sword	A	7	1~2	2	Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.	P94
♣	Cosmos Blade	A	5	1~2	2	Upon used, you may draw 2 cards from the deck and add them to your hand and discard 1 card from your hand.	P94
♡	Sword Wing	A	6	1~2	2	Upon used, till the end of your Action Phase, draw 1 card from the deck whenever you dealt damage with any Amaments with Minimum range 1.	P98
♢	Assault Leg	A	8	1	2	Before selecting targets, you can move 2 square. When moving with this Armament's effect, you don't take damage from Collisions.	P100

Wing Drive

Name	Timing	Effect	Page
Blue Wing	Action Phase	Draw 2 cards and add them to your hand. During this Action Phase, regardless of card numbers, you can use up to 3 extra Armaments. But cannot use the same armament more than twice with this effect.	P103

Sample Character 2

"Even at this distance...
I can take the shot!"



Emerald Match Seller

A shooting-type princess who specializes in long-range combat. Her main ⟨Armament⟩ is the ⟨Sniper Rifle⟩ which boasts a wide firing range and increases the enemy's Evasion Cost. After using her ⟨Special Technique⟩ of ⟨Weapon Control⟩ with ⟨Gravity Barrel⟩ from the ♣ Left and ⟨Discharger⟩ on the ♦ Bottom, utilizing the ⟨Sniper Rifle⟩ lets her unleash a blow that is nearly impossible for enemies to dodge.

The ⟨Special Function: Hyper Flame Launcher⟩ is a devastating attackcapable of finishes off enemies whose 【HP】 is already dwindling. Moreover, if multiple enemies are present in the Combat Space, it can sweep through them collectively. From a distance, bide your time and aim for that critical blow at the perfect moment.

Recommended for beginners: High

Special Technique

Name	TP Cost	Effect	Page
Weapon Control	3	Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.	P89
Charge Shot	1	Increase the Power of one chosen Armament by +3 for 1 turn.	P91
Multi-Lock	3	Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.	P91

Princess Core

Name	HP	TP	SS	Movement
Match-Seller	60	20	3	1

Special Function	Effect	Page
Hyper Flame Launcher	During Combat, at any time, select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all enemies in the chosen direction. Can be used once per scenario.	P82

Armaments

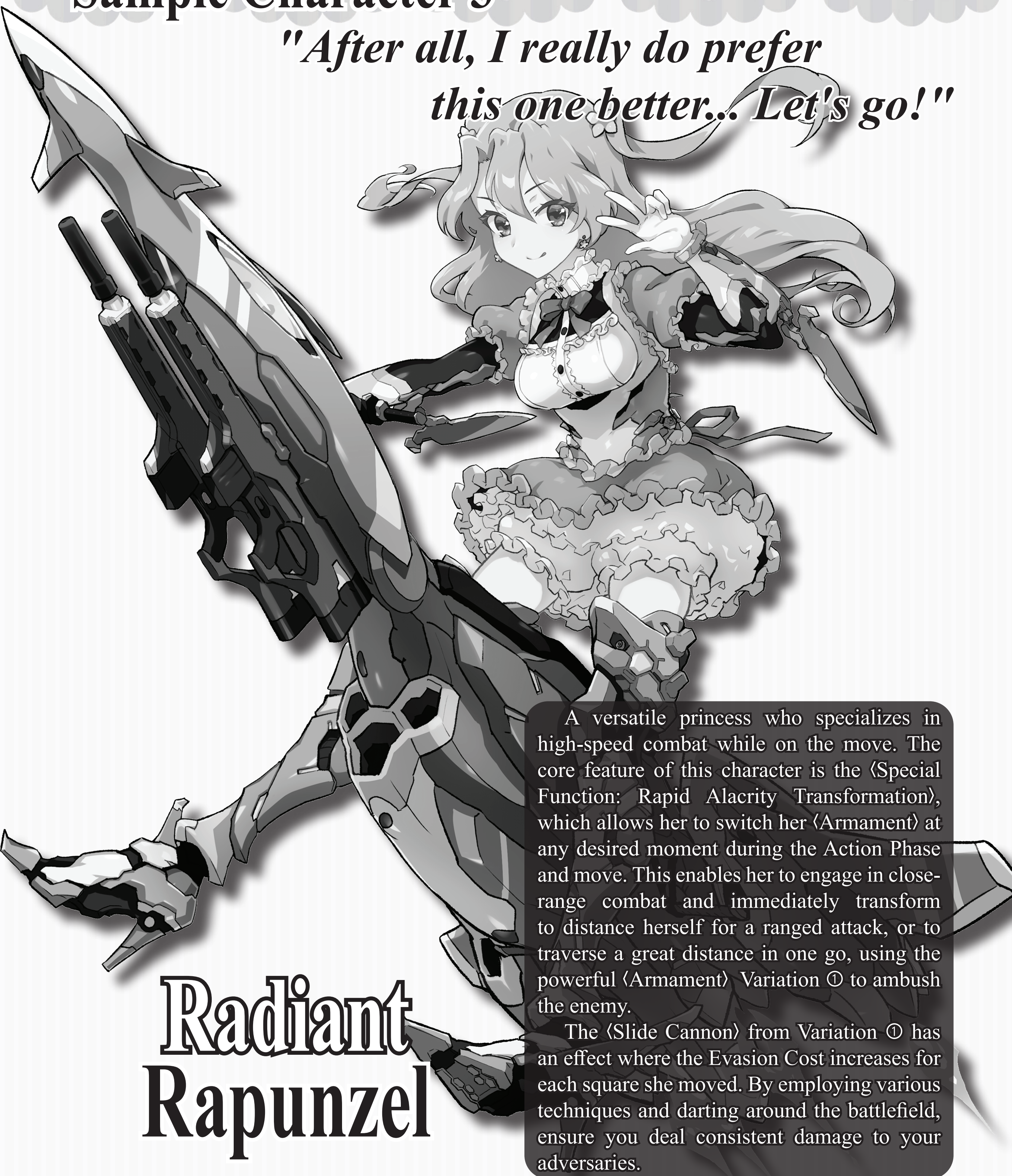
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Sniper Rifle	A	9	5~8	2	Upon used, you may discard 1 card from your hand to increase the Evasion Cost of this Armament by +1 for 1 turn.	P96
♣	Gravity Barrel	A	6	5~6	2	Upon damaged by this Armament, target Emergency Evasions cost increased by +1 for 1 turn.	P96
♡	Headgear Sensor	P	0	0	0	Increase the Evasion Cost of Armament equipped on ♠ Slot (Right) by +1.	P99
♢	Discharger	A	0	0	0	On next Type A Armament Attack, +5 to Power, +1 to Evasion Cost.	P101

Wing Drive

Name	Timing	Effect	Page
Green Wing	Reaction Phase	Draw 2 cards and add them to your hand. During this Action Phase, the cost required for an Emergency Evasion becomes 0.	P103

Sample Character 3

"After all, I really do prefer
this one better... Let's go!"



Radiant Rapunzel

A versatile princess who specializes in high-speed combat while on the move. The core feature of this character is the ⟨Special Function: Rapid Alacrity Transformation⟩, which allows her to switch her ⟨Armament⟩ at any desired moment during the Action Phase and move. This enables her to engage in close-range combat and immediately transform to distance herself for a ranged attack, or to traverse a great distance in one go, using the powerful ⟨Armament⟩ Variation ① to ambush the enemy.

The ⟨Slide Cannon⟩ from Variation ① has an effect where the Evasion Cost increases for each square she moved. By employing various techniques and darting around the battlefield, ensure you deal consistent damage to your adversaries.

Recommended for beginners: Low

Special Technique

Name	TP Cost	Effect	Page
Rapid Move	1	Move 2 square. Can't Collide with Enemies.	P91
Proclaim	3	Draw a number of cards from the deck equal to the number of Allies. Distribute these revealed cards to each Ally as you see fit. Can be used once per Scenario.	P91
Enhanced Weapon	3	During this Action Phase, increase the Power of all your Equipped Armaments by +3. Can be used once per scenario.	P89

Princess Core

Name	HP	TP	SS	Movement
Rapunzel	45	15	6	2

Special Function	Effect	Page
Rapid Alacrity Transformation	When creating a PC, create one Variation. During combat, at any time, discard 1 card from your hand to change the Armament to any Variation. Furthermore, after changing Armament, you can move 2 extra square. Turn back to original Armament at the end of your Action Phase.	P83

Armaments

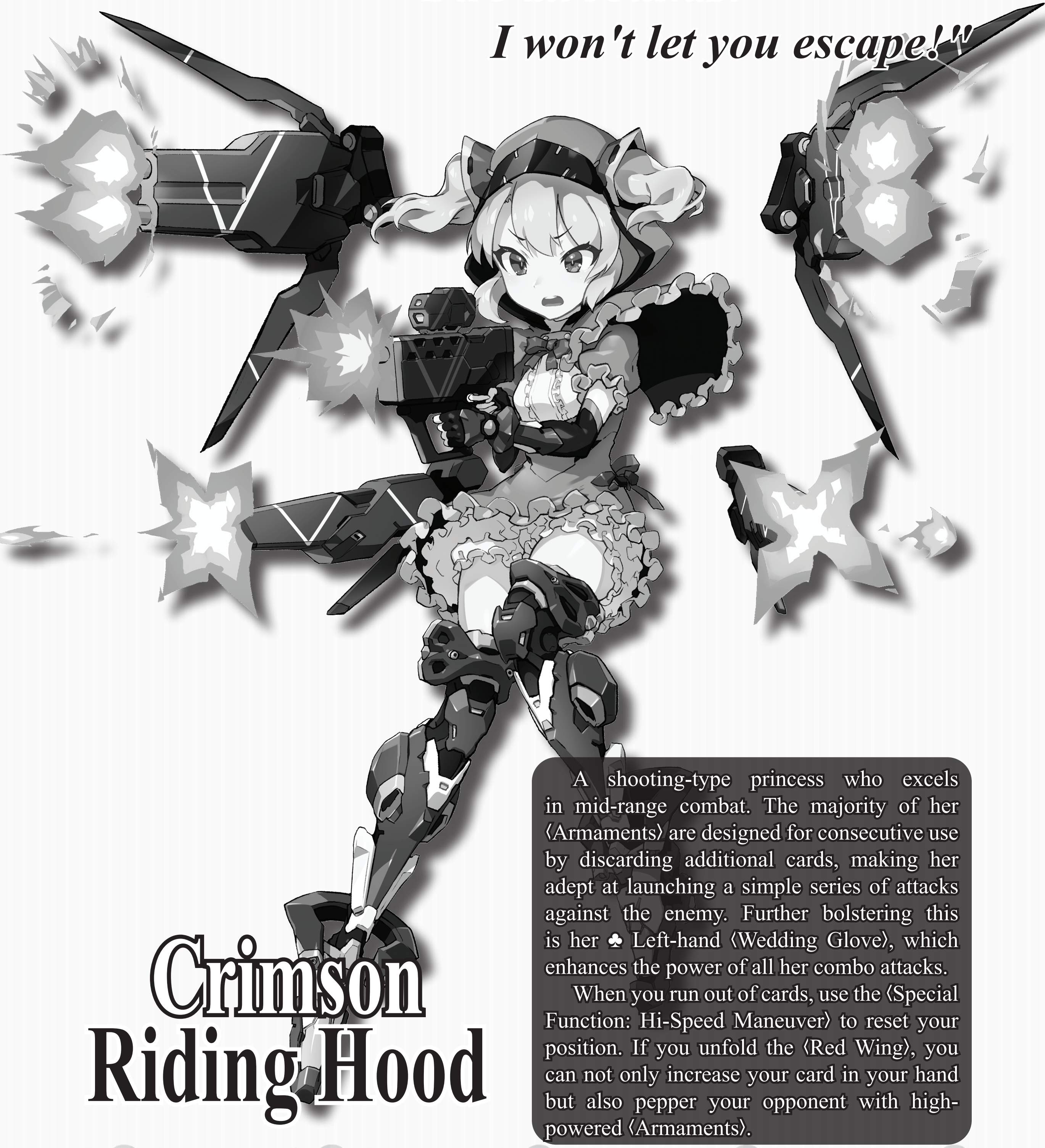
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Strike Sword	A	7	1~2	2	Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.	P94
♣	Strike Sword	A	7	1~2	2	Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.	P94
♡	Seraphic Feather	A	6	2~4	2	Upon used, you can choose a card from the discard pile that has the same number as a card in your hand (excluding Jokers) and add it to your hand. Can be used once per Action Phase.	P98
♢	Clear Boots	P	0	0	0	Add +2 to【Movement Value】.	P101

Wing Drive

Name	Timing	Effect	Page
Yellow Wing	Action Phase	Draw 2 cards and add them to your hand. After that, perform an additional Action Phase. The Action Phase triggered by this effect can be performed even if you have already Acted, and it won't count as an additional Action Phase.	P103

Sample Character 4

"Fire all rounds!
I won't let you escape!"



Crimson Riding Hood

A shooting-type princess who excels in mid-range combat. The majority of her ⟨Armaments⟩ are designed for consecutive use by discarding additional cards, making her adept at launching a simple series of attacks against the enemy. Further bolstering this is her ♣ Left-hand ⟨Wedding Glove⟩, which enhances the power of all her combo attacks.

When you run out of cards, use the ⟨Special Function: Hi-Speed Maneuver⟩ to reset your position. If you unfold the ⟨Red Wing⟩, you can not only increase your card in your hand but also pepper your opponent with high-powered ⟨Armaments⟩.

Recommended for beginners: High

Special Technique

Name	TP Cost	Effect	Page
Quick Reload	2	Draw 1 card from the deck and add it to your hand.	P90
Charge Shot	1	Increase the Power of one chosen Armament by +3 for 1 turn.	P91
Enhanced Weapon	3	During this Action Phase, increase the Power of all your Equipped Armaments by +3. Can be used once per scenario.	P89

Princess Core

Name	HP	TP	SS	Movement
Scarlet Hood	40	10	7	3

Special Function	Effect	Page
Hi-Speed Maneuver	During combat, at any time, draw 5 cards from the deck and add them to your hand. Can be used once per Scenario.	P84

Armaments

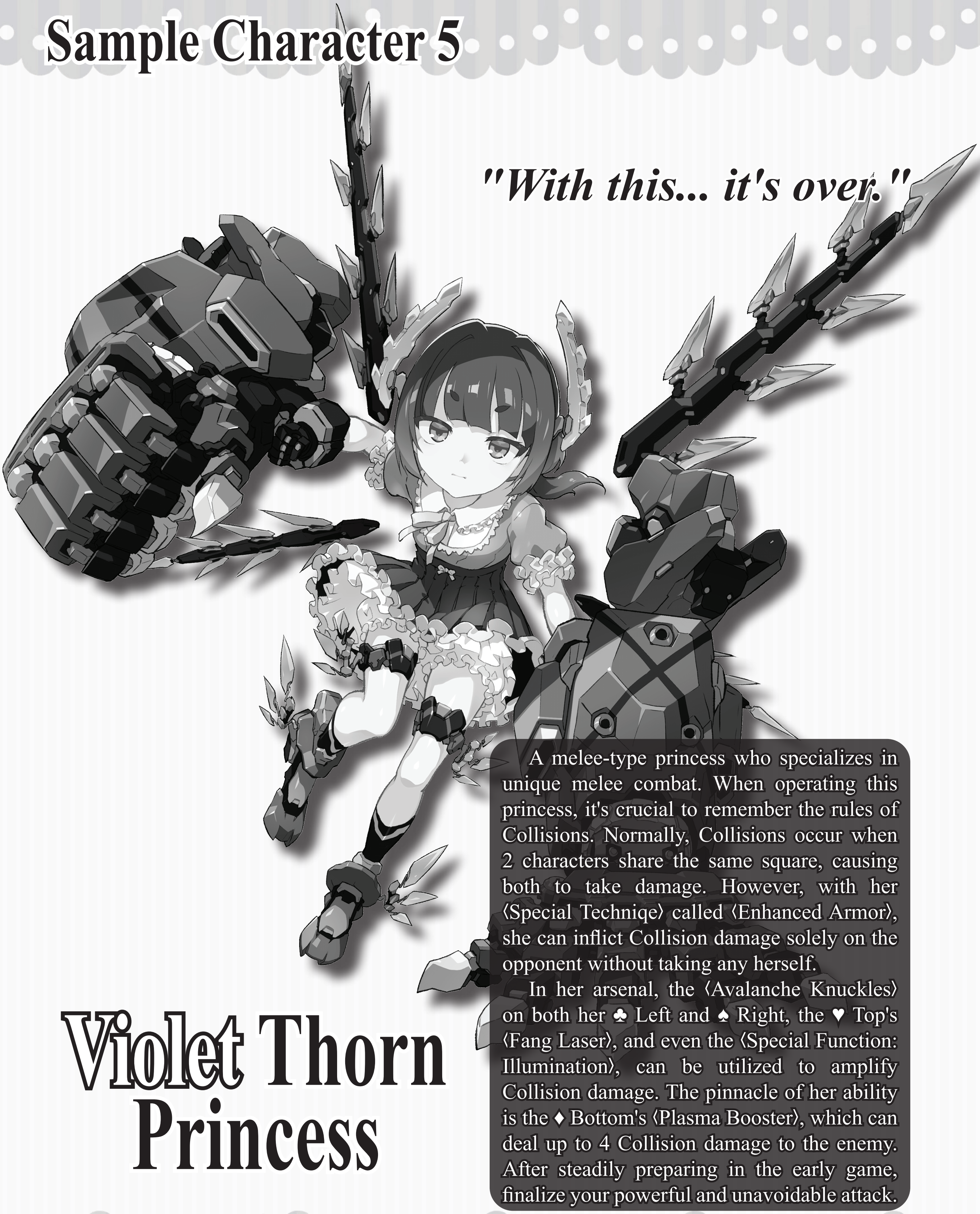
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Cross Buster Rifle	A	5	3~5	2	Upon used, you may discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.	P96
♣	Wedding Glove	P	0	0	0	Add +3 Power to all Armament Attack.	P97
♡	Double Barrel Wing	A	6	4~5	2	Upon used, you can discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.	P98
♢	Avalon Rifle	A	6	3~4	2	Upon used, you can discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.	P100

Wing Drive

Name	Timing	Effect	Page
Red Wing	Action Phase	Draw 2 cards and add them to your hand. During this Action Phase, increase the power of all your Armaments by +3 and increase the Evasion Cost by +1.	P103

Sample Character 5

"With this... it's over."



Violet Thorn Princess

A melee-type princess who specializes in unique melee combat. When operating this princess, it's crucial to remember the rules of Collisions. Normally, Collisions occur when 2 characters share the same square, causing both to take damage. However, with her ⟨Special Techniqe⟩ called ⟨Enhanced Armor⟩, she can inflict Collision damage solely on the opponent without taking any herself.

In her arsenal, the ⟨Avalanche Knuckles⟩ on both her ♣ Left and ♠ Right, the ♥ Top's ⟨Fang Laser⟩, and even the ⟨Special Function: Illumination⟩, can be utilized to amplify Collision damage. The pinnacle of her ability is the ♦ Bottom's ⟨Plasma Booster⟩, which can deal up to 4 Collision damage to the enemy. After steadily preparing in the early game, finalize your powerful and unavoidable attack.

Recommended for beginners: Medium

Special Technique

Name	TP Cost	Effect	Page
Enhanced Armor	2	During Action Phase, when Collide with an Enemy, you take no damage.	P89
Weapon Control	3	Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.	P89
Overclock	3	Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.	P89

Princess Core

Name	HP	TP	SS	Movement
Sleeping-Beauty	50	10	5	3

Special Function	Effect	Page
Illumination	During combat, at any time, you can use of this Special Function. For 1 turn, the cost for Emergency Evasion is reduced by -1 (minimum 0). Additionally, while this effect is active, when you collide, the damage inflicted on enemies is increased by +3. Can be used once per Scenario.	P85

Armaments

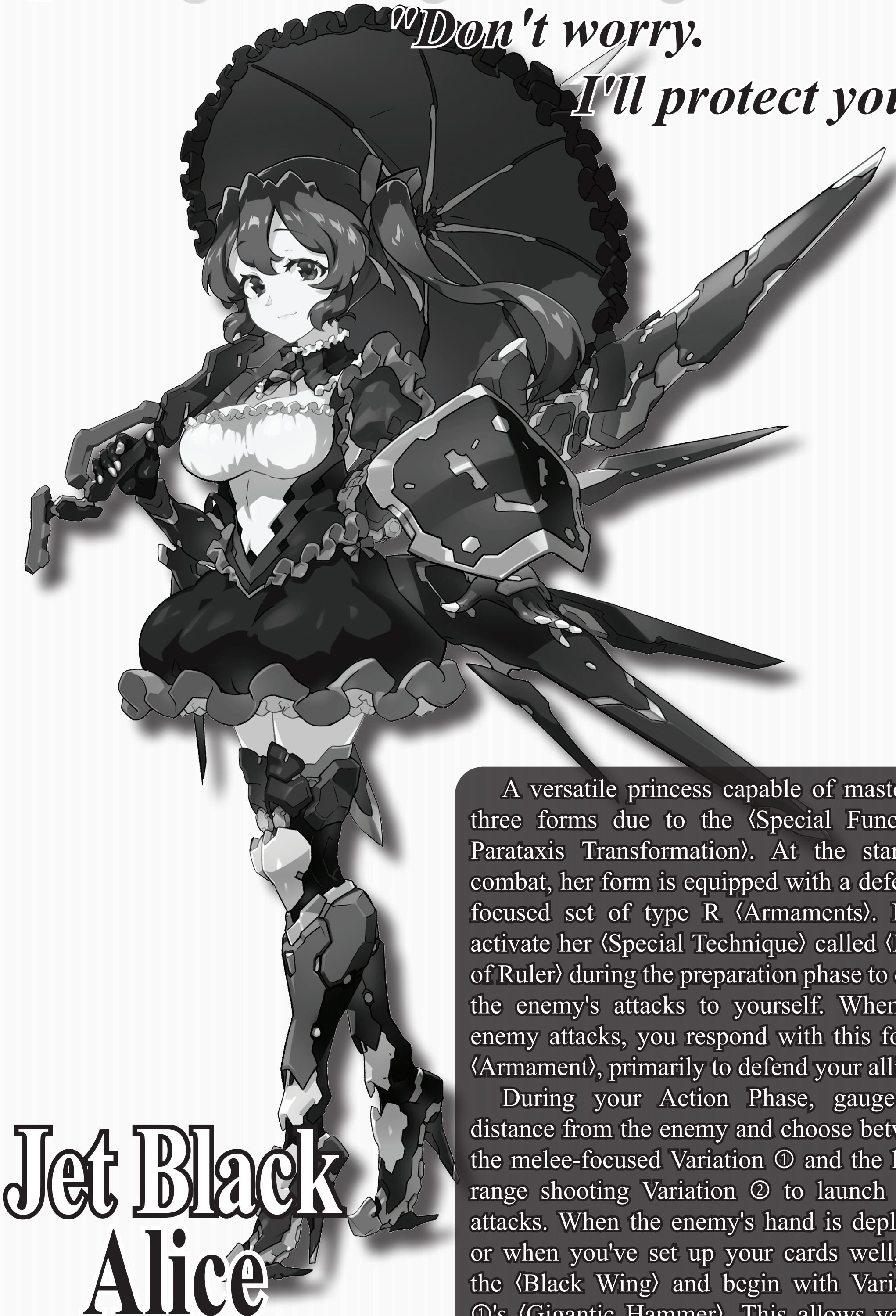
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Avalanche Knuckle	A	6	1~2	2	Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn.	P94
♣	Avalanche Knuckle	A	6	1~2	2	Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn.	P94
♡	Fang Raiser	A	4	1~3	3	Upon damaged by this Armament, increase collisions damage by +3 for 1 turn.	P98
♢	Plasma Booster	A	0	0	0	Can move 4 square.	P101

Wing Drive

Name	Timing	Effect	Page
Violet Wing	Action Phase Reaction Phase	Draw 2 cards and add them to your hand. Additionally, all allies except yourself also draw 1 card. Then, restore 5 points of TP for all allies.	P103

Sample Character 6

"Don't worry.
I'll protect you."



Jet Black Alice

A versatile princess capable of mastering three forms due to the ⟨Special Function: Parataxis Transformation⟩. At the start of combat, her form is equipped with a defense-focused set of type R ⟨Armaments⟩. First, activate her ⟨Special Technique⟩ called ⟨Field of Ruler⟩ during the preparation phase to draw the enemy's attacks to yourself. When the enemy attacks, you respond with this form's ⟨Armament⟩, primarily to defend your allies.

During your Action Phase, gauge the distance from the enemy and choose between the melee-focused Variation ① and the long-range shooting Variation ② to launch your attacks. When the enemy's hand is depleted, or when you've set up your cards well, use the ⟨Black Wing⟩ and begin with Variation ①'s ⟨Gigantic Hammer⟩. This allows you to unleash a powerful attack that's unavoidable.

Recommended for beginners: Low

Special Technique

Name	TP Cost	Effect	Page
Field of Ruler	3	When an Ally is selected as the target of an Armament attack, change the target to you, this effect last until your next Action Phase. Additionally, if there are Multiple Targets Armament attack, you become the it only target.	P91
Overclock	3	Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.	P89
Weapon Control	3	Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.	P89

Princess Core

Name	HP	TP	SS	Movement
Wonder-Alice	60	10	4	2

Special Function	Effect	Page
Parataxis Transformation	When creating a PC, create 2 Variation. During combat, at any time, discard 1 card from your hand to change the Armament to any Variation. Additionally, at any time, you can switch back to the original Armaments without discarding.	P86

Armaments

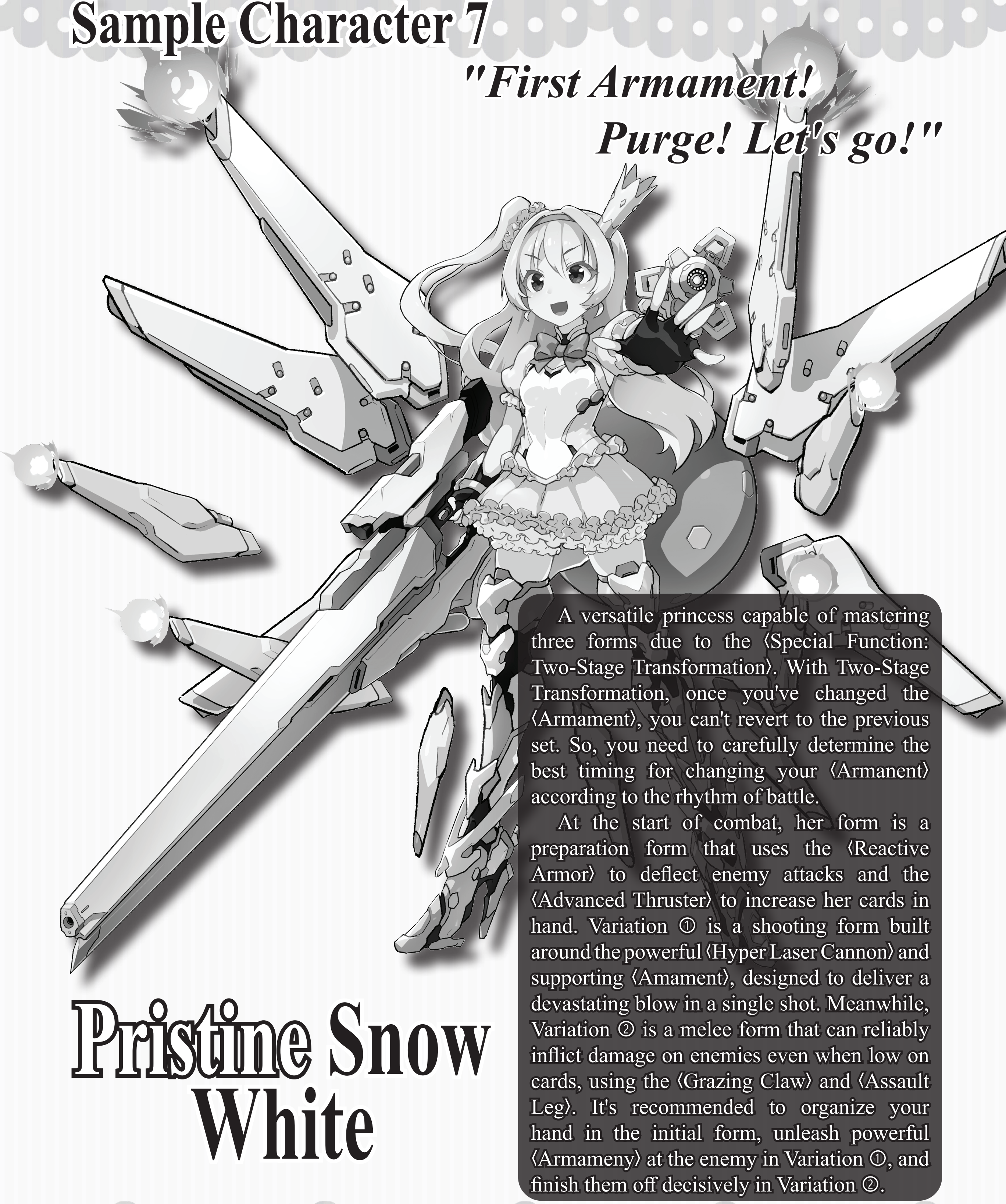
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Milky Parasol	A	8	1~2	2	This Armament can also be used as a Type R: "Reduce 4 damage from Armament Attack"	P95
♣	Variable Shield	R	0	0	0	Reduce 6 damage from Armament Attack.	P97
♡	Mirage Jammer	R	0	0	0	Upon used, reduce your Emergency Evasion cost by -3 (minimum 0). Can be used once per Action Phase.	P99
♢	Spare Booster	R	0	0	0	Upon used, draw 2 card from the deck and Emergency Evasion. Can be used once per Action Phase.	P101

Wing Drive

Name	Timing	Effect	Page
Black Wing	Action Phase	Draw 2 cards and add them to your hand. During this Action Phase, you can select targets regardless of their range and increase the Evasion Cost of the first Armament you use in this Action Phase by +2.	P103

Sample Character 7

"First Armament!
Purge! Let's go!"



Pristine Snow White

A versatile princess capable of mastering three forms due to the ⟨Special Function: Two-Stage Transformation⟩. With Two-Stage Transformation, once you've changed the ⟨Armament⟩, you can't revert to the previous set. So, you need to carefully determine the best timing for changing your ⟨Armanent⟩ according to the rhythm of battle.

At the start of combat, her form is a preparation form that uses the ⟨Reactive Armor⟩ to deflect enemy attacks and the ⟨Advanced Thruster⟩ to increase her cards in hand. Variation ① is a shooting form built around the powerful ⟨Hyper Laser Cannon⟩ and supporting ⟨Amament⟩, designed to deliver a devastating blow in a single shot. Meanwhile, Variation ② is a melee form that can reliably inflict damage on enemies even when low on cards, using the ⟨Grazing Claw⟩ and ⟨Assault Leg⟩. It's recommended to organize your hand in the initial form, unleash powerful ⟨Armameny⟩ at the enemy in Variation ①, and finish them off decisively in Variation ②.

Recommended for beginners: Medium

Special Technique

Name	TP Cost	Effect	Page
Field of Ruler	3	When an Ally is selected as the target of an Armament attack, change the target to you, this effect last until your next Action Phase. Additionally, if there are Multiple Targets Armament attack, you become the it only target.	P91
Quick Reload	2	Draw 1 card from the deck and add it to your hand.	P90
Weapon Control	3	Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.	P89

Princess Core

Name	HP	TP	SS	Movement
Snow-White	40	20	6	2

Special Function	Effect	Page
Two-Stage Transformation	When creating a PC, create 2 Variation. During combat, at any time, change your Armament to any desired Variation. But cannot change back during Combat.	P87

Armaments

Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	P93
♠	Reactive Armor	R	0	0	0	Can reduce damage taken to 0 if the damage is 15 or less. Can be used once per Scenario.	P97
♣	Reactive Armor	R	0	0	0	Can reduce damage taken to 0 if the damage is 15 or less. Can be used once per Scenario.	P97
♡	Seraphic Feather	A	6	2~4	2	Upon used, you can choose a card from the discard pile that has the same number as a card in your hand (excluding Jokers) and add it to your hand. Can be used once per Action Phase.	P98
♢	Advanced Thruster	A	0	0	0	Draw 2 card and add to your hand.	P100

Wing Drive

Name	Timing	Effect	Page
White Wing	Action Phase Reaction Phase	Draw 2 cards and add them to your hand. Additionally, all allies except yourself also draw 1 card. Then, restore 10 points of HP for all allies.	P103

Sample Characters Armament Variations

Variations Transcription

Here, we've listed the Variations for the Sample Characters. During the Quick Start procedure (P50), when copying to the sheet, please prepare one Variation sheet and transcribe the Variation data from this page onto it.

Some Sample Characters have one Variation, while others have two. The Variation sheet has spaces for up to three Variations, so please fill in the sections according to the number of Variations each Character has. In the top right of the Variation sheet, there's a section where you can write the name of the Variation. In the Quick Start, you can either freely come up with your own name or decide based on the chart on P77.

The rules regarding variations differ according to each Sample Character's ⟨Princess Core⟩. For detailed rules on using Variations, please refer to the ⟨Special Function⟩ effect in the ⟨Princess Core⟩ of each Sample Character.

Additionally, all the Sample Characters have a pre-filled PDF available for download from the Princess Wing official website. You don't have to transcribe the data onto the Variation sheet; you can print or download this PDF and use it as is.

Sample Character 1: Azure Cinderella

Armaments Variation ①							
Slot	Name					Effect	Page
♠	Divide Saber	A	15	1	3	Choose a suit and discard x number of that suit from your hand. After that you can move x Square equal to the number of discarded cards. After using this Armament, all your Evasion Costs are increased by +1 for 1 turn.	P95
♣	Blastia Finger	A	20	1	1	Upon use, choose a suit and discard x number of that suit from your hand. Increase the Evasion Cost of this Armament by the number of discarded cards. But your Emergency Evasion cost also increased by +1 for 1 turn.	P95
♡	Sword Wing	A	6	1~2	2	Upon use, till the end of your Action Phase, draw 1 card from the deck whenever you dealt damage with any Amaments with Minimum range 1.	P98
♢	High Heel Drop	A	10	1	2	Add +2 to this Amament's Evasion Cost if attack as Additional Use.	P101

Sample Character 3: Radiant Rapunzel

Armaments Variation ①							
Slot	Name					Effect	Page
♠	Slide Cannon	A	6	4~5	1	The Evasion Cost of this Armament increase by the same number of Square you moved during this Action Phase.	P96
♣	Slide Cannon	A	6	4~5	1	The Evasion Cost of this Armament increase by the same number of Square you moved during this Action Phase.	P96
♡	Sonic Wing	A	5	1~2	2	Increase the Power of this Armament by x Square you move during your Action Phase x 3. Can't be used outside your Action Phase.	P98
♢	All-Range Assister	A	0	0	0	On next Type A Armament Attack, +5 to Power, -2 to Minimum Range, +2 Maximum Range.	P100

Sample Character 6: Jet Black Alice

Armaments Variation ①

Slot	Name					Effect	Page
♠	Gigantia Hammer	A	8	1~2	1	Upon use, you may discard x number of cards from your hand to increases the Power of this Armament by [discarded card × 8].	P94
♣	Absolute Seize	A	9	1	2	Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.	P94
♡	Feather Boomerang	A	4	1~3	3	Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.	P99
♢	Scorpion Tail	A	7	1~2	2	Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.	P100

Armaments Variation ②

Slot	Name					Effect	Page
♠	Accelerator Handgun	A	5	3~4	2	Upon use, you may draw 2 cards from the deck and add them to your hand and discard 1 card from your hand.	P96
♣	Accelerator Handgun	A	5	3~4	2	Upon use, you may draw 2 cards from the deck and add them to your hand and discard 1 card from your hand.	P96
♡	Seraphic Feather	A	6	2~4	2	Upon use, you can choose a card from the discard pile that has the same number as a card in your hand (excluding Jokers) and add it to your hand. Can be used once per Action Phase.	P98
♢	Advanced Thruster	A	0	0	0	Draw 2 card and add to your hand.	P100

Sample Character 7: Pristine Snow White

Armaments Variation ①

Slot	Name					Effect	Page
♠	Hyper Laser Cannon	A	15	3~6	2	Upon use, choose a suit and discard x number of that suit from your hand, increase Power of this Armament by [discarded cards x 5]. But increase your Emergency Evasion cost by +1 till your next Action Phase.	P96
♣	Gravity Barrel	A	6	5~6	2	Upon damaged by this Armament, target Emergency Evasions cost increased by +1 for 1 turn.	P96
♡	Diamond Bit	A	4	3~5	2	Upon use, till the end of your Action Phase, increase targets Emergency Evasion cost by +1.	P98
♢	Skirt Bit	A	5	4~6	2	Upon use, till the end of your Action Phase, increase targets Emergency Evasion cost by +1.	P100

Armaments Variation ②

Slot	Name					Effect	Page
♠	Grazing Claw	A	9	1	2	Target that performs Emergency Evasion against this Armament receives 3 points of damage after the evasion.	P94
♣	Grazing Claw	A	9	1	2	Target that performs Emergency Evasion against this Armament receives 3 points of damage after the evasion.	P94
♡	Sword Wing	A	6	1~2	2	Upon use, till the end of your Action Phase, draw 1 card from the deck whenever you dealt damage with any Amaments with Minimum range 1.	P98
♢	Assault Leg	A	8	1	2	Before selecting targets, you can move 2 square. When moving with this Armament's effect, you don't take damage from Collisions.	P100

Life Tags

Life Tags represent the individuality and characteristics of the PC. Deciding on these tags allows for a deeper expression of the PC's inner nature. In scenarios, there are scenes where Life Tags are used to create effects during investigation parts and closing scenes.

There are 13 types of Life Tags: "Hobby," "Special Talent," "Current Passion," "Strong Subjects," "Weak Subjects," "Committee," "Club (Circle)," "Part-Time Job," "Favorite Food," "Future Dreams," "Motivation," "Worries," and "Memories." Each of these corresponds to the numbers 1 to 13 on a playing card.

Let's briefly explain each.

① Hobby

Represents the PC's interests and hobbies.

② Special Talent

Represents the PC's unique abilities and talents.

③ Current Interested

Represents what the PC is currently interested.

④ Strong Subjects

Represents the subjects in which the PC excels.

⑤ Weak Subjects

Reveals the subjects in which the PC struggles.

⑥ Committee

Represents which committee the PC is a member of.

⑦ Club (Circle)

Represents the club or circle the PC belongs to.

⑧ Part-Time Job

Represents the part-time job of the PC.

⑨ Favorite Food

Represents the PC's preferred foods.

⑩ Future Dreams

Represents the career the PC wishes to pursue after retiring as a princess.

⑪ Motivation

Expresses the reasons or triggers for becoming a princess.

⑫ Worries

Represents the current concerns or hardship the PC is facing.

⑬ Memories

Represents the significant past experiences of the PC.

Determining Life Tags

Each Life Tag has an associated table that you can use to decide its content using DOC. Some tables have options marked as I, II, and III, which indicates that you can choose any of them by DOC. Additionally, certain Life Tag types have common tables that are provided for selection.

① Hobbies ② Special Talent ③ Current Passion

	I	II	III
A	Traveling and Outings	Sports	Outdoor Activities
2	Music Appreciation	Playing Musical Instruments	Video Games
3	Handmade Crafts	Diving	Karaoke
4	Fortune Telling	Cycling	Anime and Manga
5	Watching Movies	Shogi and Chess	Cooking
6	Stargazing	Reading Books	Drawing/Illustration
7	DIY Projects	Airsoft Games	Plastic Model Kits
8	Gardening	Aquarium Keeping	Fine Dining
9	Social Networking	Cosplay	Photography
10	Volunteering	Mobile Games	Magic
J	Baking Sweets	Sewing	Mountain Climbing
Q	Taking Care of Pets	Writing Novels	Onsen Visits
K	Fashion and Makeup	Collecting	Doll Play
Joker	Subculture	Board Games	TRPG
Extra	Other Favorite Hobbies		

④ Strong - ⑤ Weak Subjects

	Subject
A	Japanese Language
2	Mathematics
3	Science
4	Geography
5	History
6	English
7	Home Economics
8	Technology
9	Information Technology
10	Art
J	Music
Q	Physical Education
K	Ethics
Joker	Studying Itself
Extra	Other Subjects

⑥ Committee

	Committee
A	Student Council Member
2	Library Assistant
3	PE / Sports Committee
4	Beautification Committee
5	Animal Care Committee
6	Greening Committee
7	Health Committee
8	Public Relations Committee
9	Disciplinary Committee
10	Wellbeing Committee
J	Yearbook Committee
Q	Volunteer Committee
K	School Festival Committee
Joker	Student Council President
Extra	Other Committees

⑦ Clubs (Circles)

	Sports Clubs	Cultural Clubs	Special Interest Clubs
A	Softball Club	Wind Orchestra Club	Camping Club
2	Tennis Club	Drama Club	Occult Research Club
3	Volleyball Club	Literary Club	Volunteer Club
4	Basketball Club	Home Economics Club	e-Sports Club
5	Table Tennis Club	Tea Ceremony Club	Manga Research Club
6	Soccer Club	Art Club	Quiz Club
7	Archery Club	Light Music Club	Computer Club
8	Kendo Club	Astronomy Club	Detective Club
9	Judo Club	Gardening Club	Fashion Club
10	Dance Club	Newspaper Club	Anime Research Club
J	Cheerleading Club	Broadcasting Club	Love Club
Q	Track and Field Club	Photography Club	Magic Club
K	Swimming Club	Go and Shogi Club	Board Game Club
Joker	Participating in Multiple Clubs	Homeroom Club	TRPG Club
Extra	Other Club		

⑧ Part-Time Jobs

	I	II	III
A	Restaurant	Conveyor Belt Sushi Restaurant	Moving Company
2	Flower Shop	Bento Shop	Flyer Distribution
3	Café	CD/DVD Store	Resort Job
4	Pet Shop	Meal Delivery Service	Security Guard
5	Convenience Store	Onigiri Shop	Drama/Film Extra
6	Izakaya (Japanese Pub)	Bakery	Hero Show Assistant
7	Supermarket	Apparel Sales	Data Entry
8	Newspaper Delivery	Interior & Miscellaneous Shop	Movie Theater
9	Bookstore	Private Tutor	Remote Work
10	Fast Food Restaurant	Cram School	Maid Café
J	Karaoke Lounge	Gas Station	Bartender
Q	Shrine Maiden	Wedding Venue Staff	Costume Character Performer
K	Void Hunter	Hotel Staff	Guide Helper
Joker	Amateur Model	Event Staff	Rental Girlfriend
Extra	Other Part-Time Jobs		

⑨ Favorite Food

	I	II	III
A	Cake	Ramen	Salad
2	Tart	Hamburger	Yakisoba Bread
3	Crepe	Omurice	Udon
4	Cream Puff	Curry Rice	Fruits
5	Ice Cream	Pasta	Croquette
6	Eclair	Pizza	Meat Bun
7	Parfait	Grilled Meat	Donut
8	Chocolate	Takoyaki	Okonomiyaki
9	Cookie	Sandwich	Steak
10	Strawberry Daifuku	Pancake	Tamagoyaki
J	Macaron	Sushi	Taiyaki
Q	Financier	Fried Chicken	Tea
K	Tiramisu	Hot Pot	Snack Foods
Joker	Tapioca Milk Tea	Rice	Energy Drink
Extra	Other Favorite Food		

⑩ Future Dreams

	I	II	III
A	Doctor	Novelist	Veterinarian
2	Idol	Pianist	Beautician
3	Pastry Chef	Violinist	Government Employee
4	Illustrator	Announcer	Baker
5	Manga Artist	Child Care Worker	Waitress
6	Actor	Nurse	Professional Gamer
7	Voice Actor	Cabin Attendant	Newspaper Reporter
8	Athlete	Animal Trainer	Counselor
9	Teacher	Musician	Researcher
10	Cook	Figure Skater	Police Officer
J	Streamer	Prime Minister	Detective
Q	Model	Astronaut	Florist
K	Fashion Designer	Diplomat	Secretary
Joker	Traveler	CEO	Homemaker
Extra	Other Future Dreams		

⑪ Motivation

	Motivation
A	Because I found Princesses and dress codes cute.
2	I wanted to become famous by being active as a Princess.
3	I was saved by a Princess when I was involved in the Void incident in the past.
4	My parents encouraged me to become a Princess or attend Fairy Tale.
5	To fulfill a separate "future dream" apart from becoming a Princess.
6	There is a beloved Princess in Fairy Tale.
7	I admire the sparkling school life at Fairy Tale.
8	I want to be admired by everyone by being an active Princess.
9	My mother or sister was a Princess.
10	I was invited by a friend to become a Princess or attend Fairy Tale.
J	I wanted to experience excitement in my otherwise boring daily life.
Q	Simply because I wanted to become stronger.
K	I wanted to fly in the blue sky or had a longing for it.
Joker	No particular reason.
Extra	Other Motivation

⑫ Worries

	Worries
A	Concerns about appearance
2	Concerns about friends
3	Concerns about the future
4	Concerns about money
5	Concerns about studies
6	Concerns about love
7	Concerns about one's personality
8	Concerns about family
9	Concerns about hobbies
10	Concerns about part-time jobs
J	Concerns about club activities
Q	Concerns about committees
K	Concerns about being a Princess
Joker	No particular worries
Extra	Other Concerns

⑬ Memories

	Memories
A	I have experienced failure.
2	I have experienced separation from someone important.
3	I have fallen in love.
4	I have won an award in something.
5	I have run away from home.
6	I have given up on a future dream.
7	I have achieved something with everyone's cooperation.
8	I have been saved by a Princess.
9	I have made irreplaceable friends.
10	I have appeared in the media.
J	I have made an important promise.
Q	I have been hospitalized.
K	I have lived overseas.
Joker	I have lost my memory.
Extra	Other Memories

Personal Flavors

Personal Flavors represent the finer details of a PC's settings and relationships. Deciding on these allows for a deeper expression of the PC's appearance and social aspects.

There are five types of Personal Flavors: "Precious Gear Shape," "Accessories," "Hairstyle," "Image Color," and "Connections."

Here, we'll briefly explain each category.

① Precious Gear Shape

This represents the shape of the Precious Gear (P21) that the PC possesses.

② Accessories

This represents the accessories that the PC wears.

③ Hairstyle

This describes the PC's hairstyle.

④ Image Color

This represents the color that embodies the PC's image.

⑤ Connections

This illustrates the PC's social relationships. Whether it's with other PCs or NPCs, you can create new Characters with whom your PC has connections.

If you decide to establish connections with other PCs, be sure to obtain permission from their respective PLs.

Additionally, on P75, there are relationship tables and emotion tables that you can refer to when determining connections. When using these tables, you can set just one of the two or combine both to establish connections.

Determining Life Tags

For each Personal Flavor, there are predefined tables, and you can use the DOC to determine the content. Some tables have I~III and numbers, but these simply indicate that you can choose any option corresponding to the number by DOC.

Other Settings

In addition to the aforementioned Personal Flavors, there are various elements you need to decide on to deepen your PC's Character. We'll now explain elements you need to decide on or might consider for a more in-depth PC:

Name

Decide on your PC's name. On P76, there are tables for determining surnames and given names using DOC.

Age

Determine your PC's age.

Nickname

Decide on your PC's nickname. On P77, there's a table for determining nickname using DOC. You can combine options 1 and 2 to create an nickname.

Variation Set Name

If your PC has Variation data, decide on the name for that Variation Set. On P77, there's a table for determining Variation names using the DOC. You can combine options 1 and 2 to determine a Variation name.

① Precious Gear Shape			
	I	II	III
A	Card Reader	Card	Hairpin
2	Stuffed Animal	Smartphone	Tiara
3	Ring	Instrument	Lipstick
4	Pendant	Book	Robot
5	Perfume	Hair Accessory	Healing Tuner
6	Belt	Contact Lens	Coin
7	Sword	Glasses	Hand Mirror
8	Gun	Headband	Charm
9	Wristwatch	Choker	Gemstone
10	Pocket Watch	Stationery	Compact
J	Necklace	Key	Penlight
Q	Earrings	Bracelet	Silk Hat
K	Staff	Ribbon	Motorcycle
Joker	Cube	Ball	Nanomachine
Extra	Other Shape		

② Accessories			
	I	II	III
A	Scarf	Beret	Eye Patch
2	Wristwatch	Ring	Mask
3	Headband	Pendant	Hairpin
4	Earrings	Earring	Ear Cuff
5	Necklace	Pinky Ring	Face Mask
6	Cape	Phalanx Ring	Fan
7	Glasses	Bracelet	Visor
8	Hat	Bangle	Cross
9	Headphones	Friendship Bracelet	Gemstone
10	Choker	Scarf	Pocket Watch
J	Ribbon	Hair Tie	Scrunchie
Q	Hair Accessory	Barrette	Hairpin
K	Necktie	Anklet	Dog Tag
Joker	Furry Ears	Eyeglass Chain	Magatama
Extra	Other Accessories		

③ Hairstyle	
	Hairstyle
A	Half-Up
2	Two-Side Up
3	Hime Cut
4	Twin Tails
5	Ponytail
6	Semi-Long
7	Short Bob
8	Wolf Cut
9	Curly Hair
10	Vertical Rolls
J	Side Ponytail
Q	Bun
K	Braid
Joker	Hair Extensions
Extra	Other Hairstyle

④ Image Color	
	Color
A	Red
2	Cherry Blossom
3	Purple
4	Blue
5	Green
6	Yellow
7	Orange
8	White
9	Black
10	Gray
J	Gold
Q	Silver
K	Sky
Joker	Rainbow
Extra	Other Color

⑤ A Connections (Relationship)	
	Relationship
A	Best Friends
2	Senpai/Kouhai
3	Hobby Companions
4	Rival
5	Frenemies
6	Roommates / Neighbors
7	Same Club / Circle
8	Childhood Friends
9	Mentor / Apprentice
10	Admiration / Fan
J	Same Committee
Q	Borrowed / Lent
K	Met in Class
Joker	Sisters
Extra	Other Relationship

⑤ B Connections (Emotion)	
	Emotion
A	Curiosity
2	Admiration
3	Respect
4	Comradeship
5	Trust
6	Competitiveness
7	Familiarity
8	Protection
9	Friendship
10	Security
J	Interest
Q	Confidence
K	Loyalty
Joker	Affection
Extra	Other Emotion

Surname			
	I	II	III
A	Misumi	Tennoji	Philips
2	Yukishiro	Moribayashi	Orgren
3	Kujo	Murasame	Cariturina
4	Hyuga	Hiiragi	Rothschild
5	Minazuki	Sumeragi	Statoot
6	Aida	Suzukaze	Gilbard
7	Hishikawa	Haruhime	Mikael
8	Yotsuba	Kazami	Carol
9	Kenzaki	Hoshina	Roosevel
10	Asahina	Hino	Margaret
J	Izayoi	Yuuki	Roseblade
Q	Arisugawa	Tenmei	Noah
K	Yakushiji	Akaza	Saber
Joker	Suzumura	Shinomiya	Light
Extra	Other Surname		

Name			
	I	II	III
A	Honoka	Nagisa	Sophia
2	Hikari	Rin	Charlotte
3	Mai	Setsuna	Chloe
4	Reika	Hibiki	Luka
5	Rikka	Akane	Spica
6	Rino	Makoto	Alice
7	Kotoha	Haruka	Siren
8	Ichika	Aoi	Eve
9	Saaya	Rei	Louise
10	Madoka	Asuka	Ella
J	Kanon	Itsuki	Bria
Q	Kotori	Mitsuki	Belle
K	Orihime	Yuuri	Tiana
Joker	Sakura	Ryou	Elsa
Extra	Other Name		

Nickname Table 1	
	Nickname
A	Girl
2	War Princess
3	Angel
4	Goddess
5	Shooting Star
6	Fairy
7	Saintess
8	Warrior
9	Destroyer
10	Lover
J	Hero
Q	Little Bird
K	Chosen Child
Joker	Blade
Extra	Other favorite words

Nickname Table 2	
	Nickname
A	of Flash
2	of Azure Sky
3	of Lightning
4	of Victory
5	of Aurora
6	of Heavenly
7	of Blessing
8	of Godspeed
9	of Invincible
10	of Mystery
J	of Promise
Q	of Fate
K	of Truth
Joker	of (Color Image)
Extra	Other favorite words

Variation Name Table 1	
	Name
A	Super
2	Shining
3	Angel
4	Infinity
5	Assault
6	Engage
7	Innocent
8	Special
9	Strike
10	Destroy
J	Hyper
Q	Perfect
K	Burst
Joker	Extreme
Extra	Other favorite words

Variation Name Table 2	
	Name
A	Form
2	Silhouette
3	Pack
4	Mode
5	Bursts
6	Wear
7	Type
8	Style
9	Arms
10	Armor
J	System
Q	Dress
K	Form
Joker	Shape
Extra	Other favorite words

Construction

Construction is a method of creating a PC where the Player Character (PL) selects all the data, including ⟨Special Techniques⟩ and ⟨Armament⟩, to build the character. If you have experience playing "PW" or have sufficient time to create a character, it is recommended to use the Construction method.

Steps for Construction

In the Construction method, you create a PC using the following steps.

① Princess Core Selection

First, the PL selects the ⟨Princess Core⟩ of the Dress Code. There are a total of 7 types of ⟨Princess Core⟩, and the PC equips one of them.

This determines the basic attribute value and special functions of the Dress Code. Please fill in the determined values in the character sheet's basic ability value section and special function section.

② Special Techniques Selection

The PL selects three ⟨Special Technique⟩ from the Special Techniques list (P88) and assigns them to the PC. The acquired ⟨Special Technique⟩ should be recorded in the character sheet's Special Techniques section.

③ Armaments Selection

The PL selects four ⟨Armament⟩ to equip to the Dress Code. The Dress Code has four parts: [Light], [Left], [Top], and [Bottom], corresponding to the suits Spades, Clubs, Hearts, and Diamonds.

From the Armament list (P92), the PL chooses one ⟨Armament⟩ for each part. Record the chosen ⟨Armament⟩ in the character sheet's Armaments section. Additionally, all PCs start with the [Tackle] and [Cross Unison] ⟨Armament⟩, which are already noted on the character sheet. For explanations about [Tackle] and [Cross Unison], refer to the Automatic Acquisition Armament List (P93).

Variation Sheets

Depending on the type of ⟨Princess Core⟩, there may be a need to create Variation Sheets. If you have obtained a ⟨Princess Core⟩ that uses Variation Sheets, follow the same procedure as Step ③ Armament Selection to decide the ⟨Armament⟩ on the Variation Sheet.

④ Wing Drive Selection

The PL selects one ⟨Wing Drive⟩ from the Wing Drive list (P102) and assigns it to the PC. The acquired ⟨Wing Drive⟩ should be recorded in the character sheet's Wing Drive section.

⑤ Life Tag Selection

Life Tags represent the individuality and characteristics of the PC. By determining these, you can deeply express the inner aspects of the PC.

For more details, refer to P68.

⑥ Personal Flavor Selection

Personal Flavor represents the finer details of the PC, such as settings and relationships, allowing for a deeper expression of the PC's appearance and social interactions.

For more details, refer to P73.

⑦ Other Setting Decisions

Other Settings refer to aspects of the PC that you can freely think about and decide on to further develop the character.

For more details, refer to P73.

Character Sheet Guide

① Character Name Section

This section is for entering the PC's name, age, gender, consumed experience points, and other details.

② Illustration & Notes Section

This section is for entering the PC's image illustration and settings.

③ Life Tag Section

This section is for entering the details determined by Life Tag selection (P68).

④ Personal Flavor Section

This section is for entering the details determined by Personal Flavor selection (P73).

⑤ Abilities Section

This section is for entering the details of acquired 〈Special Technique〉 (P88).

⑥ Princess Core & ⑦ Update Perk Section

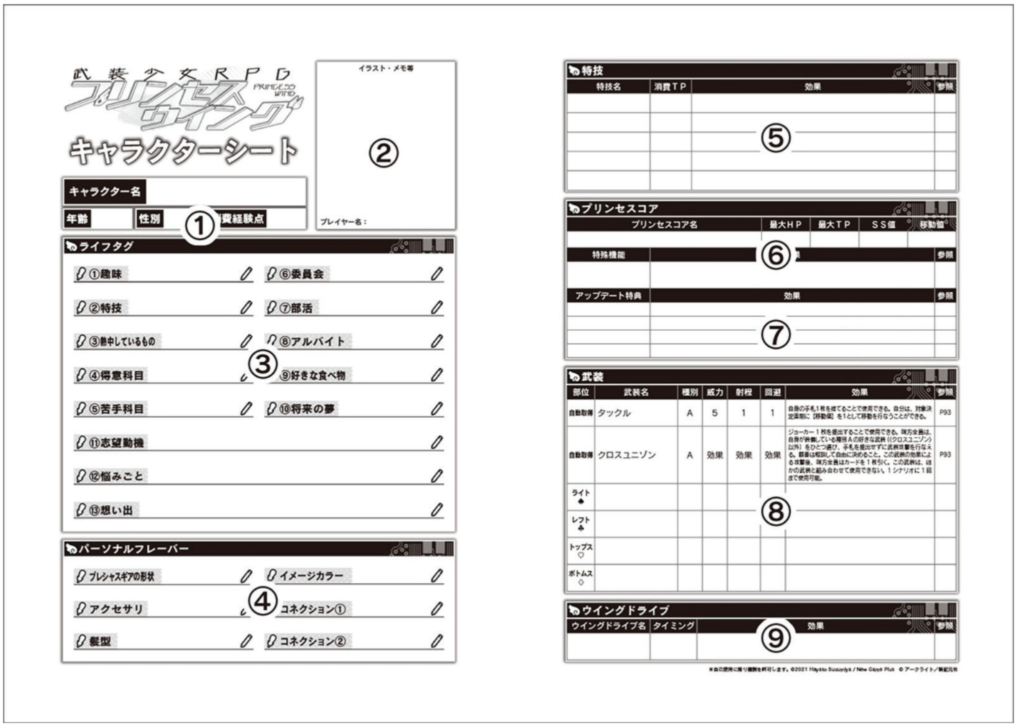
These sections are for entering the details of acquired 〈Princess Core〉 (P80) and "Update Perk" (P115) obtained through PC data growth.

⑧ Armaments Section

This section is for entering the details of acquired 〈Armaments〉 (P92).

⑨ Wing Drive Section

This section is for entering the details of acquired 〈Wing Drive〉 (P102).


武装少女RPG
プリンセスウイング
PRINCESS WIND
キャラクターシート
キャラクター名
年齢
性別
消費経験点
イラスト・メモ等
プレイヤー名：
ライフタグ
①趣味
②特技
③熱中しているもの
④得意科目
⑤苦手科目
⑥委員会
⑦部活
⑧アルバイト
⑨好きな食べ物
⑩将来の夢
⑪志望動機
⑫悩みごと
⑬想い出
パーソナルフレーバー
プレシャスギアの形状
アクセサリ
髪型
イメージカラー
コネクション①
コネクション②
特技
特技名
消費TP
効果
参照
プリンセスコア
プリンセスコア名
最大HP
最大TP
SS値
移動値
特殊機能
アップデート特典
武装
部位
武装名
種別
威力
射程
回避
自動取得
タックル
A
5
1
1
P93
自動取得
クロスユニゾン
A
効果
効果
効果
P93
ライト ♠
レフト ♣
トップス ♡
ボトムス ♢
ウイングドライブ
ウイングドライブ名
タイミング
①
②
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⑨

Princess Core

The ⟨Princess Core⟩ is the costume that a princess wears during battles and serves as the core system of the Dress Code. Depending on the type of ⟨Princess Core⟩, the Dress Code can acquire Special Functions. Here, we'll introduce the data for the ⟨Princess Core⟩.

Understanding Princess Core Data

The Princess Core Data represents the type of ⟨Princess Core⟩ that a character equips, and it is the foundational data for a character's abilities. Let's explain how to understand the Princess Core Data.

Elements of Princess Core Data

The Princess Core Data consists of the following three elements:

① Name

The name of the ⟨Princess Core⟩.

② Basic Attribute

The numerical values of various basic attribute determined by selecting that ⟨Princess Core⟩ are listed here. The Princess Core Data includes values for【Max HP】【Max TP】【SS Value】and【Movement Value】. For detailed explanations of each attribute value, please refer to page 48.

③ Special Functions

This represents the special functions that the ⟨Princess Core⟩ possesses. Each ⟨Princess Core⟩ offers different effects that can be used during battles.

Illustrations of Princess Core

Two illustrations are provided for each "Princess Core." These illustrations are provided for visual reference purposes.

When creating a PC, the PL is not necessarily obligated to create a PC that exactly matches the images associated with the "Princess Core" illustrations. PL should prioritize creating a PC that aligns with their own vision and imagination.

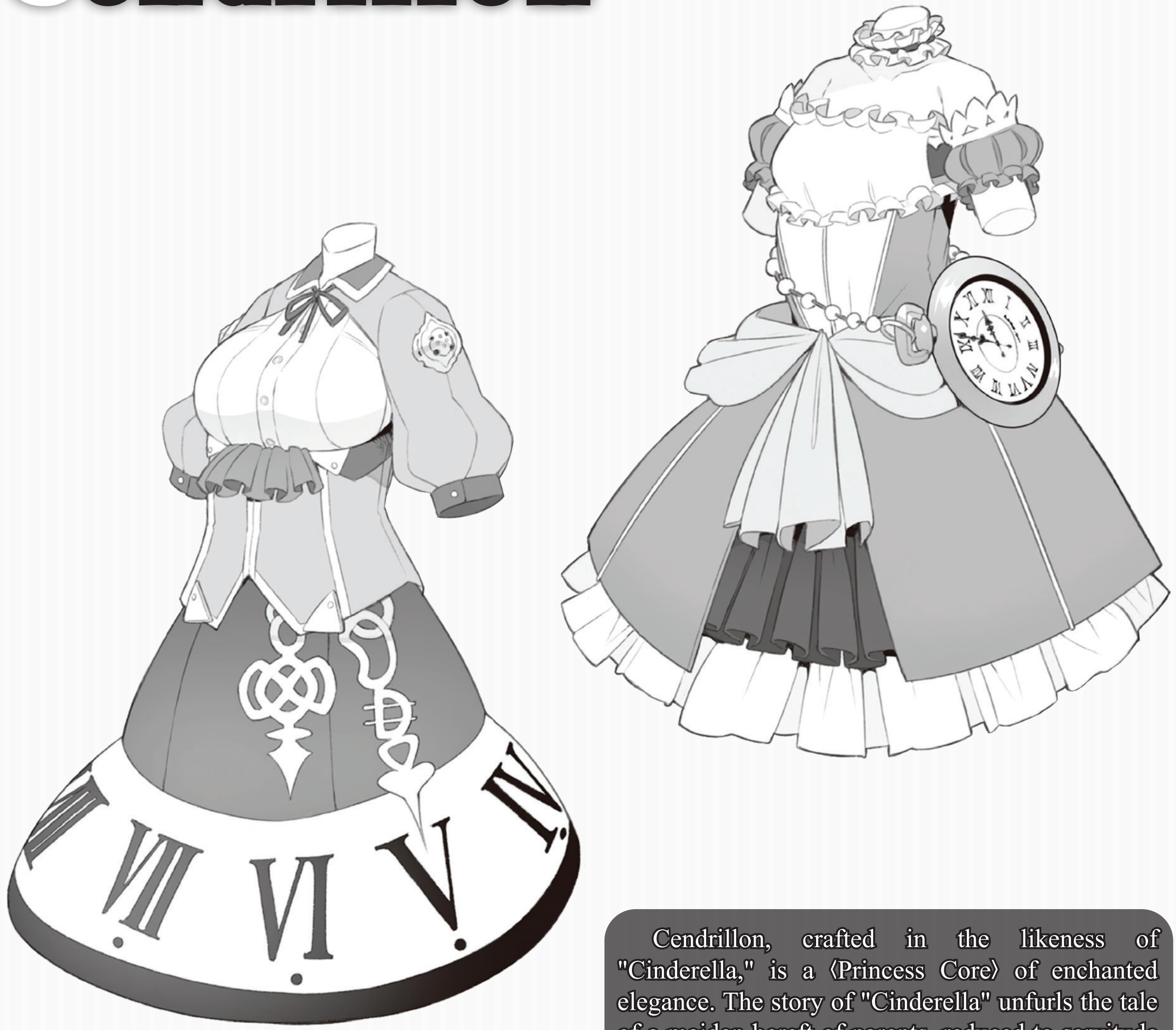
Cenrillon ① Princess Core

Max HP: 50 ② Max TP: 15
SS Value: 5 Move: 2

Special Function: ⟨Temporal Transformation⟩

Effect: When creating a PC, create one Variation. During combat, at any time, you can use of this Special Function. ③ 1 turn, change your Armaments to any desired Variation. Additionally, all Evasion Costs of Armaments in that Variation are increased by +1. This Special Function can be used once per Scenario.

Cendrillon



Cendrillon, crafted in the likeness of "Cinderella," is a ⟨Princess Core⟩ of enchanted elegance. The story of "Cinderella" unfurls the tale of a maiden bereft of parents, reduced to servitude by a wicked stepmother and her daughters, only to be transmogrified into a princess by arcane magic and destined to be united with her prince by a crystal slipper. Cendrillon manifests itself as a resplendent attire, imbued with grace and charm, reflective of Cinderella's metamorphosis through enchantment.

Its special function, ⟨Temporal Transformation⟩, allows the temporary release of Precious Energy, shifting into augmented and formidable ⟨Armament⟩. Though bound by temporal constraints, this function enables a crushing assault upon foes. Mastery of this ⟨Princess Core⟩ empowers one to confront even the mightiest adversaries with fortitude, emerging as a princess of valor and dignity, akin to the Cinderella who embraced a luminous future with unwavering optimism.

Cenrillon

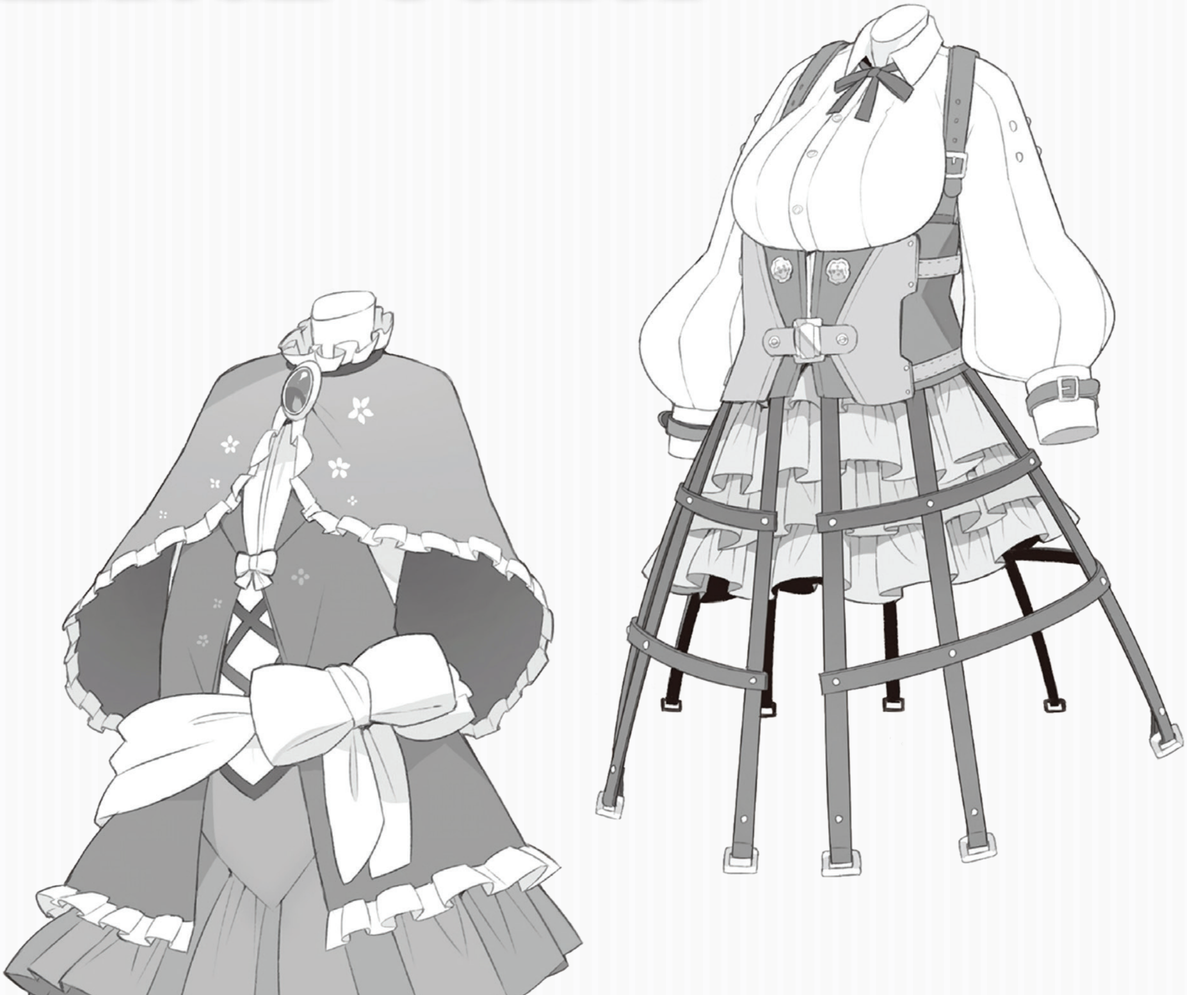
Princess Core

Max HP: 50
Max TP: 15
SS Value: 5
Move: 2

⟨Temporal Transformation⟩

Effect: When creating a PC, create one Variation. During combat, at any time, you can use of this Special Function. For 1 turn, change your Armaments to any desired Variation. Additionally, all Evasion Costs of Armaments in that Variation are increased by +1. This Special Function can be used once per Scenario.

Match-Seller



Match-Seller

Princess Core

Max HP: 60
Max TP: 20
SS Value: 3
Move: 1

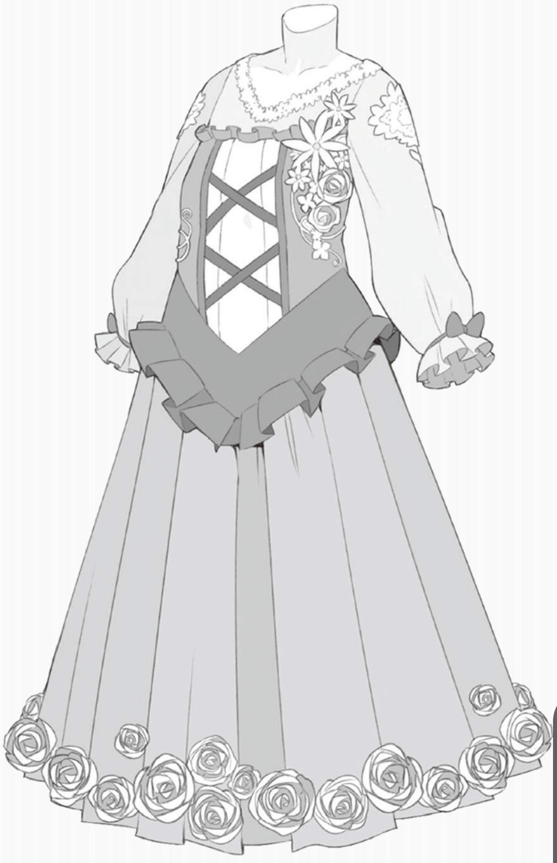
⟨Hyper Flame Launcher⟩

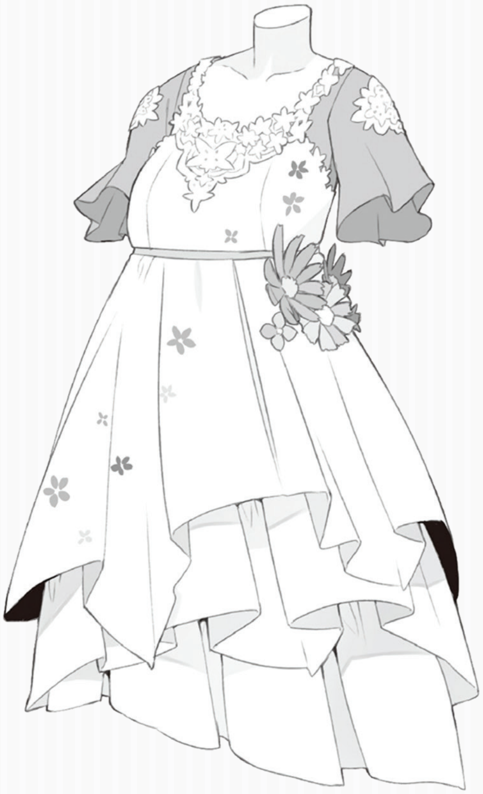
Effect: During combat, at any time, select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all enemies in the chosen direction. Can be used once per scenario.

Match-Seller, inspired by the poignant tale of "The Little Match Girl," is another exquisite ⟨Princess Core⟩. This story narrates a frail girl selling matches beneath a frigid sky, ultimately ascending to heaven in the embrace of her grandmother's illusionary apparition. Match Seller encapsulates the fleeting yet beautiful visage of the little girl, rendered in classical attire.

Its special function, ⟨Hyper Flame Launcher⟩, unleashes Precious Energy as beams of light, delivering an insurmountable blow with unerring aim, drastically altering the tides of battle. Mastery of this ⟨Princess Core⟩ allows one to carve a path through any situation, much like the ethereal flame birthed by the little match girl, a magical energy that illuminates the way.

Rapunzel





Rapunzel

Princess Core

Max HP: 45
Max TP: 15
SS Value: 6
Move: 2

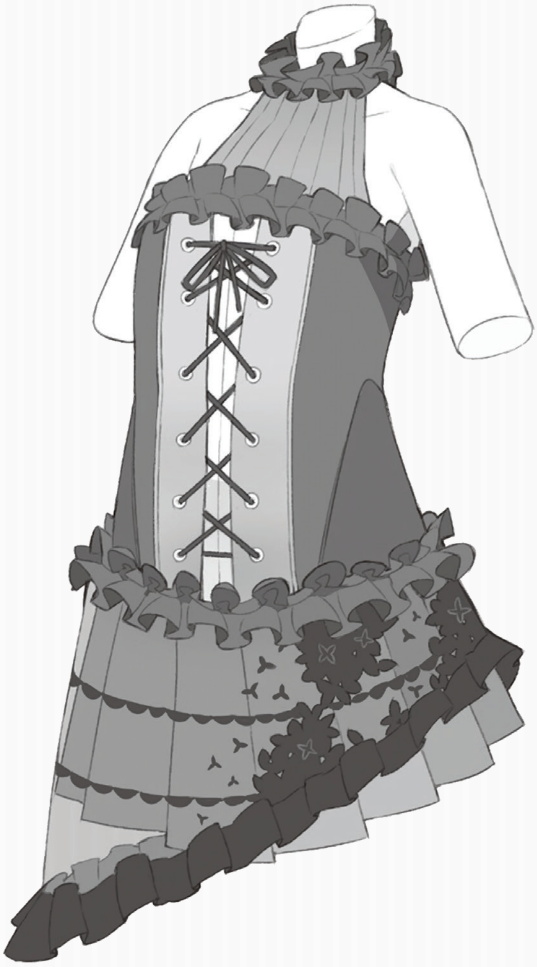
〈Rapid Alacrity Transformation〉

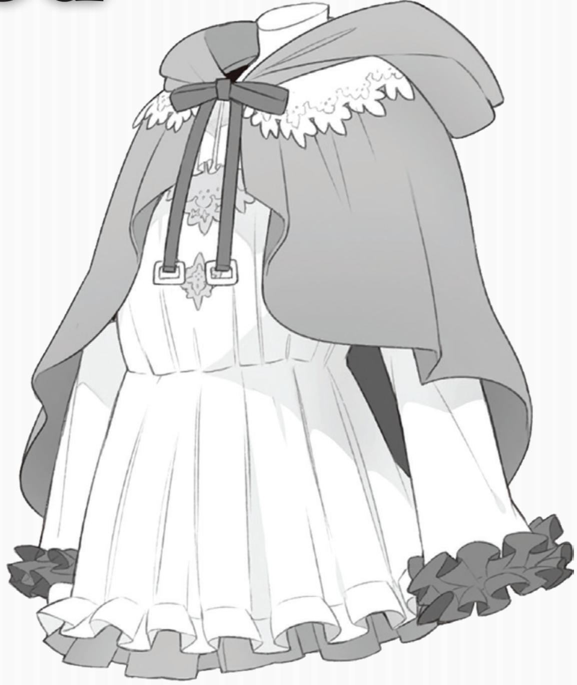
Effect: When creating a PC, create one Variation. During combat, at any time, discard 1 card from your hand to change the Armament to any Variation. Furthermore, after changing Armament, you can move 2 extra square. Turn back to original Armament at the end of your Action Phase.

Rapunzel is a 〈Princess Core〉 designed after "Rapunzel," a tale filled with longing and love, recounting the adventures of a heroine with flowing hair confined to a lofty tower. Her journey of romance with a chance-met prince culminates in their escape to live blissfully ever after. Rapunzel embodies this theme of insatiable curiosity and courage, venturing into uncharted realms, depicted in a sweet and fantastical attire resonating with dreamers and those bold enough to chase their dreams.

Its special function, 〈Rapid Alacrity Transformation〉, permits instantaneous morphing the equipped 〈Armament〉 into forms like airplanes or bikes for battle, utilizing Precious Energy for high-speed movement. Mastery of this 〈Princess Core〉 enables one to freely traverse the battlefield, leading allies towards a victorious future, akin to Rapunzel seizing her own happiness, liberated from the tower's bondage, in a triumph of love and determination.

Scarlet-Hood





Scarlet-Hood

Princess Core

Max HP: 40
Max TP: 10
SS Value: 7
Move: 3

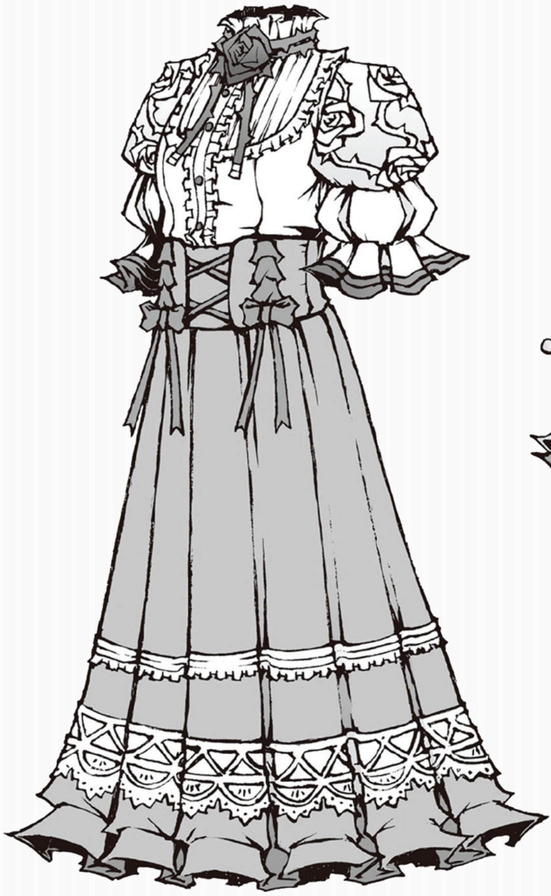
〈Hi-Speed Maneuver〉

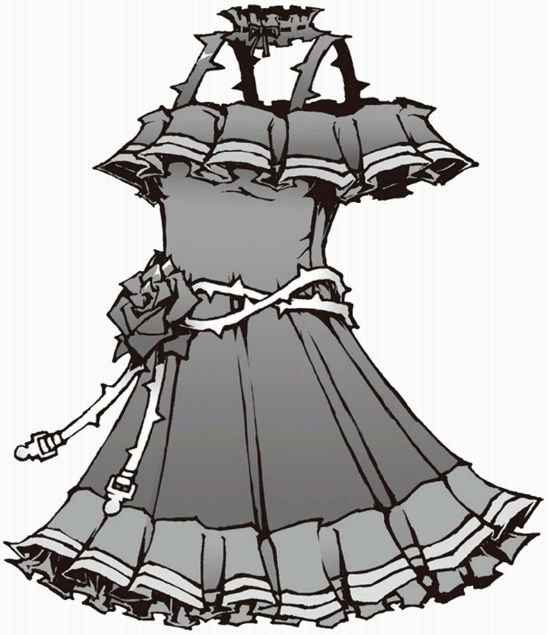
Effect: During combat, at any time, draw 5 cards from the deck and add them to your hand. Can be used once per Scenario.

Scarlet Hood, the very manifestation of enchantment, is inspired by the classic motif of "Little Red Riding Hood." This age-old tale of the darling girl in the red hood who finds herself set upon by a wolf in disguise after the creature has devoured her dear grandmother is reborn in Scarlet Hood. Adorned with the innocence and utter charm of the heroine's attire, the design radiates a Lolita allure, interwoven with a whimsical fantasy ambiance.

Its special function, 〈High-Speed Maneuver〉, capable of forcibly releasing the precious energy within, thus dramatically enhancing its mobility. Even when facing peril, it allows not only for a recomposure of stance but a considerable elevation of both attack frequency and evasion prowess. Mastering this 〈Princess Core〉, you might find yourself engaged in thrilling, heart-pounding combat, experiencing the exhilarating sensation of seizing victory at the perfect moment, just like the riveting adventure of Little Red Riding Hood.

Sleeping-Beauty





Sleeping-Beauty

Princess Core

Max HP: 50

Max TP: 10

SS Value: 5

Move: 3

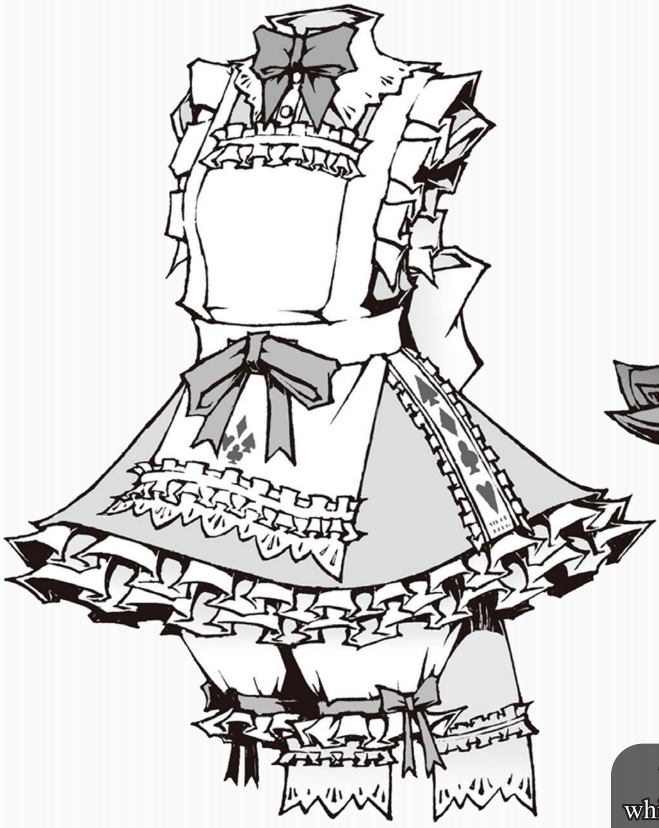
〈Illumination〉

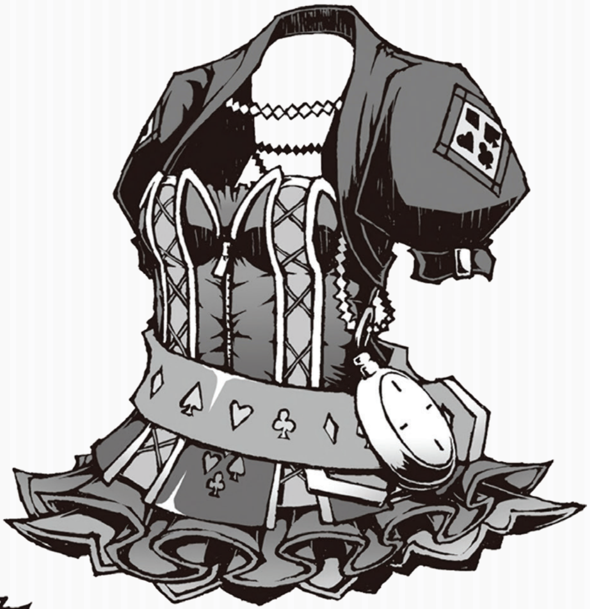
Effect: During combat, at any time, you can use of this Special Function. For 1 turn, the cost for Emergency Evasion is reduced by -1 (minimum 0). Additionally, while this effect is active, when you collide, the damage inflicted on enemies is increased by +3. Can be used once per Scenario.

Sleeping Beauty, an 〈Princess Core〉 that embodiment of elegance and splendor, is fashioned after the timeless motif of “Sleeping Beauty.” This legendary tale of a princess, cursed by a wicked witch into an endless slumber only to be awakened by the love's kiss of a prince, has been transformed into a design filled with grace, maturity, magnificence, and fantasy.

Its special function, 〈Illumination〉, enveloping one in shimmering precious energy, significantly boosting both mobility and the power of Collisions. Though bound by time, during its activation, one obtains a speed to evade any enemy assault and a force to shatter any armor. Master this 〈Princess Core〉, and like the enchanting spell cast on the Sleeping Beauty, you shall find the strength to carve a path through any fate.

Wonder-Alice





Wonder Alice, a 〈Princess Core〉 design with whimsy and style, draws its inspiration from "Alice's Adventures in Wonderland." This fantastical tale, narrated through the eyes of young Alice who chases a time-keeping rabbit into a world of wonder, meets strange characters, and experiences the extraordinary, is recreated in Wonder Alice. Incorporating iconic symbols such as playing cards and pocket watches, the design resonates with an exciting and fantastical aura.

Its special function, 〈Parataxis Transformation〉, allows for an instantaneous shift and exchange among three types of 〈Armament〉 sets. Wonder Alice was conceived with the theme of enhancing compatibility with any 〈Princess Core〉, thus facilitating swift changes. Should you master this 〈Princess Core〉, just like Alice overcoming the myriad of bewildering experiences in a different world, you shall become a Princess able to adeptly switch 〈Armament〉 and battle in any situation.

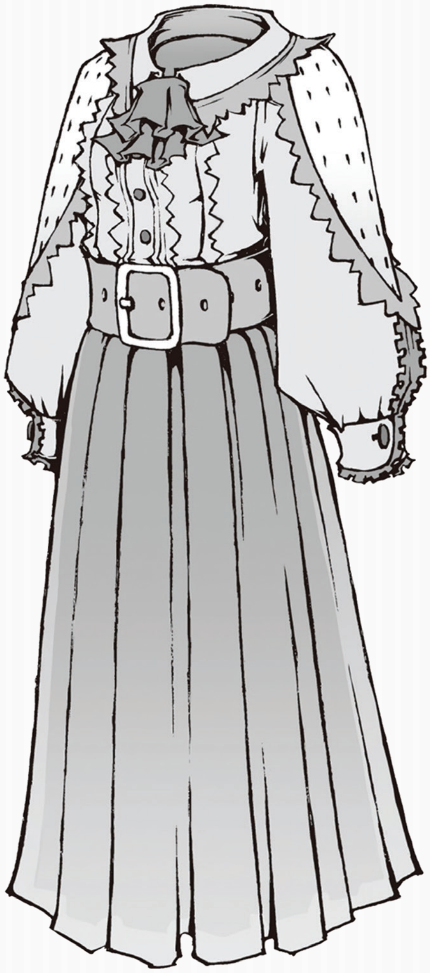
Wonder-Alice Princess Core

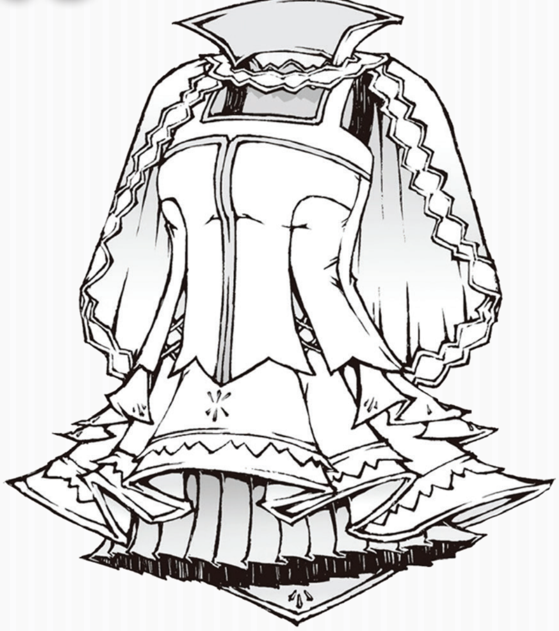
Max HP: 60	Max TP: 10
SS Value: 4	Move: 2

〈Parataxis Transformation〉

Effect: When creating a PC, create two Variation. During combat, at any time, discard one card from your hand to change the Armament to any desired Variation. Additionally, at any time, you can switch back to the original Armaments without discarding.

Snow-White





Snow-White

Princess Core

Max HP: 40 Max TP: 20
SS Value: 6 Move: 2

⟨Two-Stage Transformation⟩

Effect: When creating a PC, create two Variation. During combat, at any time, change your Armament to any desired Variation. But cannot change back during Combat.

Snow White is a ⟨Princess Core⟩, inspired by the time-honored tale of "Snow White." Within this story, the gentle Snow White, with skin as pure as a fresh snowfall, is lured into a deep slumber by the queen's poisoned apple, disguised through magic. Only the kiss of a prince awakens her. The ⟨Princess Core⟩ of Snow White portrays this, capturing purity and elegance in a costume of transparent grace.

Its special function, ⟨Two-Stage Transformation⟩, allows sequential transform and equipping of three ⟨Armament⟩ sets. The prearranged transform order enables the user to switch gears in tune with their pace. Mastering this ⟨Princess Core⟩ grants one the ability to fight with a stable style, like the pure-hearted Snow White, never faltering, regardless of the opponent.

Special Techniques

〈Special Techniques〉 are data that represent the operational techniques of the Princess herself using the Dress Codes and the tactics she excels in. Here, we will introduce the data for the 〈Special Techniques〉 that the Princess can acquire.

Understanding Special Techniques Data

Special Techniques data consists of information about the name and effect of the 〈Special Techniques〉 a character acquires. During combat, a character can activate an 〈Special Techniques〉 by spending【TP】during their Action Phase - Preparation Timing. For the usage of 〈Special Techniques〉 during combat, please refer to page 118.

Now, let's explain how to understand the data for 〈Special Techniques〉.

Special Technique Data

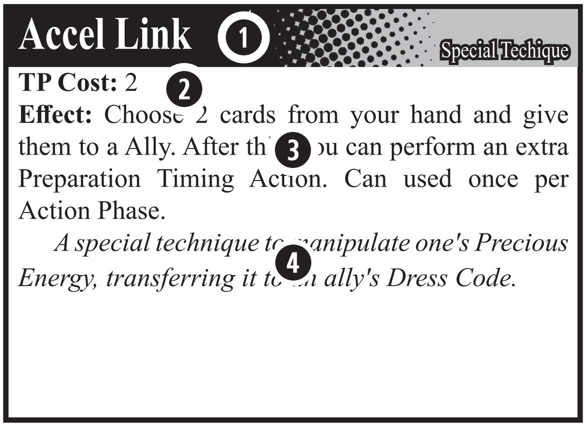
Special Technique data consists of the following four part:

① Name

The name of the 〈Special Techniques〉.

② TP Cost

The amount of【TP】that must be spent when using the 〈Special Techniques〉.



Accel Link ① Special Techique

TP Cost: 2 ②

Effect: Choose 2 cards from your hand and give them to a Ally. After th ③ u can perform an extra Preparation Timing Action. Can used once per Action Phase.

A special technique to manipulate one's Precious Energy, transferring it t ④ ally's Dress Code.

③ Effect

The Effect that activated when using 〈Special Techniques〉.

Next, we'll explain the terms used in the effect descriptions.

Maximum Range / Minimum Range

Indicates the highest / lowest value of the Range of the 〈Armament〉. When a specific value is designated, such as range 2, that value becomes both the Minimum and Maximum range of the 〈Armament〉. In this case, if an effect that increases the Maximum range by +1 is triggered, the range becomes 2~3, and if an effect that decreases the Minimum range by -1 is triggered, the range becomes 1~2. When a range with a range of values, such as 2~3, is specified, the Minimum range becomes 2, and the Maximum range becomes 3. Note that the Minimum value for range is 0.

④ Flavor Text

Contains the flavor text of the 〈Special Technique〉. The text written here are for reference purposes only and can be freely modified.

Special Teachniques

This is data that represents the combat skills that a character can and has learned. See P88 for how to read each Technique.

Accel Link

Special Techique

TP Cost: 2
Effect: Choose 2 cards from your hand and give them to a Ally. After this, you can perform an extra Preparation Timing Action. Can used once per Action Phase.

A special technique to manipulate one's Precious Energy, transferring it to an ally's Dress Code.

Inertial Boost

Special Techique

TP Cost: 3
Effect: During this battle, add +1 to【Movement Value】. This can be used once per Scenario.

By imparting inertia to the Dress Code while moving, this special technique extends the moving distance.

Weapon Control

Special Techique

TP Cost: 3
Effect: Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.

A special technique that channels extra Precious Energy into the weapons, thereby enhancing their attack speed.

Aim Plus

Special Techique

TP Cost: 1
Effect: Increase the Maximum Range of all your equipped Armaments by +1 for 1 turn.

A special technique focused on targeting enemies at a distance.

Enhanced Armor

Special Techique

TP Cost: 2
Effect: During this Action Phase, when Collide with an Enemy, you take no damage.

Strengthening Precious Protect, this special technique augments the defense against impacts.

Enhanced Weapon

Special Techique

TP Cost: 3
Effect: During this Action Phase, increase the Power of all your Equipped Armaments by +3. Can be used once per scenario.

A special technique that accelerates the circulation of Precious Energy within the Dress Code, thereby boosting the overall output.

Overclock

Special Techique

TP Cost: 3
Effect: Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

A special technique to affirm one's thoughts and momentarily amplify Precious Energy.

Guard Motion

Special Techique

TP Cost: 2

Effect: Reduce the damage you take from Armament Attack by 3 points until your next Action Phase.

A special technique that creates a shield by gathering Precious Energy, adopting a stance to reduce damage from the enemy's weapons.

Quick Assist

Special Techique

TP Cost: 2

Effect: Choose a Ally. That Ally draws 1 card from the deck and adds it to their hand.

By collaborating with allies, this special technique amplifies an ally's Precious Energy.

Quick Draw

Special Techique

TP Cost: 3

Effect: Increase the Minimum range of one chosen Armament to 1 for 1 turn.

A special technique to use long-range weaponry at close distances.

Quick Reload

Special Techique

TP Cost: 2

Effect: Draw 1 card from the deck and add it to your hand.

A special technique that hastens the supply of Precious Energy to the Dress Code, reducing the cooldown time for weapon attacks or emergency evasions.

Critical Shot

Special Techique

TP Cost: 2

Effect: During this Action Phase, increase the Power of one chosen Armament by +5. Can be used once per Scenario.

A special technique that temporarily concentrates the user's entire Precious Energy into one weapon, significantly enhancing its power.

Jump Up

Special Techique

TP Cost: 2

Effect: Reduce the Evasion cost for perform Emergency Evasion by -1 (minimum 0) until your next Action Phase.

A special technique to energetically leap into the air, making it easier to evade enemy attacks.

Second Impact

Special Techique

TP Cost: 2

Effect: Increase the Power of an Armament used for your second Armament Attack by +5 for 1 turn.

A special technique that adds the residual wave of Precious Energy created from the first weapon attack to the second weapon attack.

Targeting

Special Techique

TP Cost: 1

Effect: Decrease the Minimum range of all your Equipped Armaments by -1 for 1 turn.

A special technique aimed at precisely targeting enemies at close range.

Tactical Step

Special Techique

TP Cost: 2
Effect: Perform an additional Preparation Timing twice. Can be used once per scenario.

A special technique that utilizes multiple Dress Code operation techniques simultaneously.

Charge Shot

Special Techique

TP Cost: 1
Effect: Increase the Power of one chosen Armament by +3 for 1 turn.

A special technique that charges Precious Energy into the weaponry, enhancing its power.

Disturbance

Special Techique

TP Cost: 2
Effect: Choose one card from an enemy's hand and discard it.

A special technique that disrupts the enemy's movements and causes them to expend Precious Energy.

Field of Ruler

Special Techique

TP Cost: 3
Effect: When an Ally is selected as the target of an Armament attack, change the target to you, this effect last until your next Action Phase. Additionally, if there are Multiple Targets Armament attack, you become the it only target.

A special technique that draws the enemy's attention and valiantly protects allies.

Breakfall

Special Techique

TP Cost: 1
Effect: Whenever you take damage from an Armament attack, draw 1 card from the deck and add it to your hand.

A special technique that takes a defensive stance against enemy weapon attacks, allowing for posture recovery upon being struck.

Proclaim

Special Techique

TP Cost: 3
Effect: Draw a number of cards from the deck equal to the number of Allies. Distribute these revealed cards to each Ally as you see fit. Can be used once per Scenario.

A special technique that raises the Precious Energy of all allies by calling their names and shouting battle cries together.

Multi-Lock

Special Techique

TP Cost: 3
Effect: Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.

A special technique that targets multiple enemies at once.

Rapid Move

Special Techique

TP Cost: 1
Effect: Move 2 square. Can't Collide with Enemies.

A special technique that increases the Dress Code's output with Precious Energy, enabling high-speed movement across the battlefield.

Armaments

〈Armaments〉 are data used to represent each individual 〈Armament〉 of the Princess's Dress Code. Here, we will introduce the data for the 〈Armaments〉 that the Princess can acquire.

Understanding Armament Data

Armament data is information that includes the names and effects of the 〈Armaments〉 characters can acquire. For details on using 〈Armaments〉 in combat, please refer to page 119.

Now, let's explain how to understand the data for 〈Armaments〉.

Armament Data

Armament data is composed of the following 8 components:

① Name

The name of the 〈Armament〉.

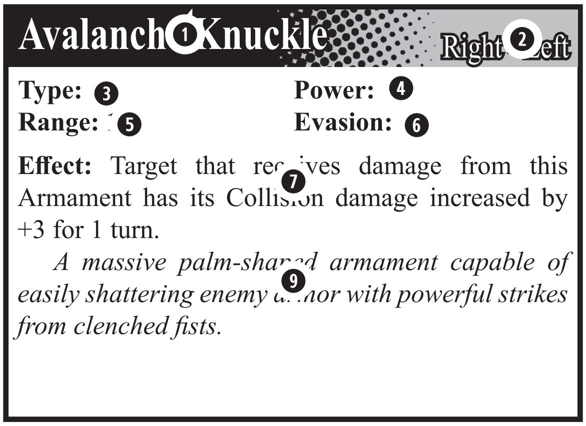
② Location

Indicates where the 〈Armament〉 is equipped. Locations include the following:

Auto

Short for Automatically Acquired Armament. Represents the 〈Armaments〉 all characters automatically acquire when creating a PC.

Automatically Acquired Armaments are already listed on the character sheet from the beginning.



Avalanch❶Knuckle **Right❷Left**

Type: ❸ **Power:** ❹

Range: ❺ **Evasion:** ❻

Effect: Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn. ❼

A massive palm-shaped armament capable of easily shattering enemy armor with powerful strikes from clenched fists. ❾

Right

〈Armaments〉 equipped on the character's right arm.

Left

〈Armaments〉 equipped on the character's left arm.

Top

〈Armaments〉 equipped on the character's upper body.

Bottom

〈Armaments〉 equipped on the character's lower body.

③ Type

Describes the classification of the 〈Armament〉. Types include the following:

Type A

〈Armament〉 that can be used during the [Action Phase] (see page 117) for attacking.

Type R

〈Armament〉 that can be used during the [Reaction Phase] (see page 120).

Type P

〈Armament〉 for which the effects are always active.

④ Power

A value assigned only to Type A 〈Armaments〉. Represents the damage dealt to the target of an armament attack when using this specific armament during an [Action Phase]. For more details, see page 121.

⑤ Range

This value is set only for Type A ⟨Armaments⟩. It represents the range of characters that can be chosen as targets for armament attacks when using this ⟨Armaments⟩. The range is represented by numbers, such as 1 to 3 squares, indicating the distance between squares in the battlefield. For more details, refer to page 120.

⑥ Evasion Cost

This value is set only for Type A ⟨Armaments⟩. When performing an Armament attack using this ⟨Armaments⟩, it indicates the number of cards required in hand for the target of the Armament attack to perform an Emergency Evasion. Refer to page 120 for more details.

⑦ Effect

This describes the effects triggered when using the ⟨Armament⟩.

Maximum Range / Minimum Range

Indicates the highest/lowest value within the range of the ⟨Armament⟩. If a specific value is given, such as range 2, that value becomes both the Minimum and Maximum range of the ⟨Armament⟩. If an effect is triggered that increases the Maximum range by +1, the range becomes 2~3, and if an effect decreases the Minimum range by -1, the range becomes 1~2. If a range with a range, such as 2~3, is specified, the Minimum range is 2, and the Maximum range is 3. The Minimum value for range is 0.

Adjacent Squares in All Directions

Refers to squares that are adjacent horizontally, vertically, and diagonally to the character. If the character is not at the edge of the battlefield, the total number of these squares is 8.

Combination with other Armaments

Refers to incorporating it into [Additional Use] (see page 119). This means performing [Additional Use] with another ⟨Armament⟩ after a [Armament Attack] (see page 120), or selecting this ⟨Armament⟩ for [Additional Use].

⑧ Flavor Text

This section contains the flavor text for the ⟨Armament⟩. The texts provided here are merely for reference and can be freely modified.

Automatically Acquired Armaments

⟨Tackle⟩ and ⟨Cross Unison⟩ are armaments that all PCs automatically acquire during character creation. ⟨Tackle⟩ can be used by discarding any card from your hand, and ⟨Cross Unison⟩ can be used once per scenario by discarding a Joker from your hand.

Tackle

Auto

Type: A **Power: 5**
Range: 1 **Evasion: 1**

Effect: Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.

Perform a Tackle with Precious Protect.

Cross Unison

Auto

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Discard 1 Joker. All allies choose 1 Type A Armament (excluding ⟨Cross Unison⟩) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be additionally used with others. Can used once per Scenario.

Sharing thoughts and feeling with allies, perform coordinated attacks while moving in unison.

Armament: Right - Left

This is data that represents the Armaments that a character can equip on their Right and Left arms. See P92 for how to read each item.

Avalanche Knuckle

Right - Left

Type: A **Power: 6**
Range: 1~2 **Evasion: 2**

Effect: Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn.

A massive palm-shaped armament capable of easily shattering enemy armor with powerful strikes from clenched fists.

Absolute Scythe

Right - Left

Type: A **Power: 9**
Range: 1 **Evasion: 2**

Effect: Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

Equipped with the function to deplete Energy from the target upon contact with the radiant energy-blade formed large scythe.

Ignition Dagger

Right - Left

Type: A **Power: 9**
Range: 1 **Evasion: 2**

Effect: Upon use, you may discard 1 card from your hand to increase Power of this Armament by +5, and its Range to 1~3.

A short blade capable of heating its edge. When the heating function is used, the blade is enveloped in flames.

Gigantia Hammer

Right - Left

Type: A **Power: 8**
Range: 1~2 **Evasion: 1**

Effect: Upon use, you may discard x number of cards from your hand to increases the Power of this Armament by [discarded card × 8].

A massive warhammer with the power to pulverize any heavy armor target with a single blow.

Grazing Claw

Right - Left

Type: A **Power: 9**
Range: 1 **Evasion: 2**

Effect: Target that performs Emergency Evasion against this Armament receives 3 points of damage after the evasion.

An armament where energy blades transformed into a claw-like shape. The shockwaves from the energy blade's slash disperse, ensuring reliable damage to enemy armor.

Cosmos Blade

Right - Left

Type: A **Power: 5**
Range: 1~2 **Evasion: 2**

Effect: Upon use, you may draw 2 cards from the deck and add them to your hand and discard 1 card from your hand.

A energy sword. The color of the blade can be freely chosen.

Strike Sword

Right - Left

Type: A **Power: 7**
Range: 1~2 **Evasion: 2**

Effect: Before selecting targets, you can move 1 Square. When moving with this Armament's effect, you don't take damage from Collisions.

A slim and sharp blade with a ability that accelerates it slashing attacks.

Chain Whip

Right - Left

Type: A **Power: 6**
Range: 2~3 **Evasion: 2**

Effect: Upon damaged by this Armament, -2 to target's【Movement Value】for 1 turn.

An electrified chain capable of shocking and restraining anything it touches.

Divide Saber

Right - Left

Type: A **Power: 15**
Range: 1 **Evasion: 3**

Effect: Choose a suit and discard x number of that suit from your hand. After that you can move x Square equal to the number of cards discarded. After using this Armament, all your Evasion Costs are increased by +1 for 1 turn.

A large blade with a broad width. To compensate for its weight, propulsion systems are integrated into the blade.

Pile Bunker

Right - Left

Type: A **Power: 15**
Range: 1~2 **Evasion: 2**

Effect: You cannot use this Armament in the next Action Phase.

An armament that launches sharp stakes at high speeds. Once used, it undergoes heat dissipation and cannot be used consecutively.

Bind Anchor

Right - Left

Type: A **Power: 3**
Range: 1~3 **Evasion: 3**

Effect: Upon damaged by this Armament, you can Transfer the target to any Square adjacent to yourself. Additionally, the target's Emergency Evasions cost are all increased by +1 for 1 turn.

An armament that fires an anchor to restrain the target. It can pull enemies closer or collide with other objects.

Blastia Finger

Right - Left

Type: A **Power: 20**
Range: 1 **Evasion: 1**

Effect: Upon use, choose a suit and discard x number of that suit from your hand. Increase the Evasion Cost of this Armament by the number of cards discarded. But your Emergency Evasion cost also increased by +1 for 1 turn.

An armament worn from hand to forearm. When used, it releases the destructive compressed precious energy from the fingertips.

Blast Gun Saber

Right - Left

Type: A **Power: 10**
Range: 1~2 **Evasion: 2**

Effect: By skipping your Preparation Timing, increase Range of this Armament to 4~6 for this turn.

A fusion of a gun and a sword. It can transform between gun and sword forms.

Heavenly Spear

Right - Left

Type: A **Power: 9**
Range: 2 **Evasion: 2**

Effect: Upon use, you can exchange 1 card from discarded pile with 1 card from your hand. Can be used once per Action Phase.

A large energy spear. The handle is adorned with angelic motifs.

Milky Parasol

Right - Left

Type: A **Power: 8**
Range: 1~2 **Evasion: 2**

Effect: This Armament can also be used as a Type R: "Reduce 4 damage from Armament Attack"

An umbrella-like armament that can be opened and closed. In its closed state, it functions as a sword, while in its open state, it functions as a shield.

Accelerator Handgun

Right - Left

Type: A **Power: 5**
Range: 3~4 **Evasion: 2**

Effect: Upon use, you may draw 2 cards from the deck and add them to your hand and discard 1 card from your hand.

A energy handgun. It can fire while conserving energy consumption.

Assault Shotgun

Right - Left

Type: A **Power: 12**
Range: 1~2 **Evasion: 2**

Effect: Upon damaging, reduced your Damage Calculation by [Distance x 2] if the distance between you and target is 2 squares or more

A energy shotgun. It exhibits high effectiveness against close-range opponents.

Gravity Barrel

Right - Left

Type: A **Power: 6**
Range: 5~6 **Evasion: 2**

Effect: Upon damaged by this Armament, target Emergency Evasions cost increased by +1 for 1 turn.

An armament that fires energy spherical. Struck targets experience a powerful gravitational field around them.

Cross Buster Rifle

Right - Left

Type: A **Power: 5**
Range: 3~5 **Evasion: 2**

Effect: Upon use, you may discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.

A energy rifle. It has a rapid-fire function and can shoot in bursts of 2.

Sniper Rifle

Right - Left

Type: A **Power: 9**
Range: 5~8 **Evasion: 2**

Effect: Upon use, you may discard 1 card from your hand to increase the Evasion Cost of this Armament by +1 for 1 turn.

A energy sniper rifle. Equipped with a scope, enables for long-range sniping.

Slide Cannon

Right - Left

Type: A **Power: 6**
Range: 4~5 **Evasion: 1**

Effect: The Evasion Cost of this Armament increase by the same number of Square you moved during this Action Phase.

A energy rifle that shoots a narrow beam. Its low recoil allows for shooting without stopping.

Hyper Laser Cannon

Right - Left

Type: A **Power: 15**
Range: 3~6 **Evasion: 2**

Effect: Upon use, choose a suit and discard x number of that suit from your hand, increase Power of this Armament by [discarded cards x 5]. But increase your Emergency Evasion cost by +1 till your next Action Phase.

A rifle that shoots a massive laser beam. While the recoil after firing is significant, its high destructive power can obliterate enemies.

Blazing Cannon

Right - Left

Type: A **Power: 8**
Range: 4~6 **Evasion: 2**

Effect: Cannot reduce damage cause by this Armament.

An armament that fires armor piecing projectile. Heated bullets bore through enemy armor, leaving massive hole on it body.

Precious Blaster

Right - Left

Type: A **Power: 5**

Range: 3~4 **Evasion: 1**

Effect: Upon use, you can choose a suit and discard x number of that suit from your hand to perform another Armament Attack with this Armament equal to the number of discarded cards. This effect can be activited once per Action Phase.

An armament that compresses precious energy and fires it. It can continuously fire in rapid succession until the precious energy is depleted.

Mega Ex-Bazooka

Right - Left

Type: A **Power: 8**

Range: 3~5 **Evasion: 2**

Effect: Upon damaged by this Armament, you can move target to anywhere in 3 square.

A bazooka that launches explosive projective. The strong blast can move the target in the desired direction.

Variable Shield

Right - Left

Type: R **Power: -**

Range: - **Evasion: -**

Effect: Reduce 6 damage from Armament Attack.

A shield-type armament that deflects enemy attacks. It can be configured into various shapes, such as circular or rectangular.

Wedding Glove

Right - Left

Type: P **Power: -**

Range: - **Evasion: -**

Effect: Add +3 Power to all Armament Attack.

A glove that enhances the overall output of the Dress Code. Simply wearing it automatically provides its effect.

Hellblast Magnum

Right - Left

Type: A **Power: 11**

Range: 3~4 **Evasion: 3**

Effect: Upon use, discard 1 card from your hand.

A energy Magnum gun that shoots high-powered beam. It consumes a significant amount of energy and has strong recoil.

Absorb Frame

Right - Left

Type: R **Power: -**

Range: - **Evasion: -**

Effect: Upon damaged by Armaments with Range 4 or more. Recover TP by the same amount of damage taken.

A shield-type armament that absorbs the power of long-range enemy attacks. The absorbed energy is automatically supplied to the Dress Code.

Reactive Armor

Right - Left

Type: R **Power: -**

Range: - **Evasion: -**

Effect: Can reduce damage taken to 0 if the damage is 15 or less. Can be used once per Scenario.

Additional armor attached to the arm. It purges automatically after its effect is activated.

Fairy Buckler

Right - Left

Type: P **Power: -**

Range: - **Evasion: -**

Effect: Reduce 2 damage from Armament Attack.

A small buckler that enhances Precious Protect. Simply wearing it automatically provides its effect.

Armament: Top

This is data that represents the Armaments that a character can equip on their upper body. See P92 for how to read each item.

Seraphic Feather

Top

Type: A **Power: 6**
Range: 2~4 **Evasion: 2**

Effect: Upon use, you can choose a card from the discard pile that has the same number as a card in your hand (excluding Jokers) and add it to your hand. Can be used once per Action Phase.

An armament that unfolds on the back like angelic wings. The feather-like parts can be fired directly at enemies, and it features a function to improve the circulation of Precious Energy within the Dress Code.

Sonic Wing

Top

Type: A **Power: 5**
Range: 1~2 **Evasion: 2**

Effect: Increase the Power of this Armament by x Square you move during your Action Phase x 3. Can't be used outside your Action Phase.

A wing-shaped armament with blades equipped and a propulsion function. It can convert wind power into energy and increase accelerate.

Double Barrel Wing

Top

Type: A **Power: 6**
Range: 4~5 **Evasion: 2**

Effect: Upon use, you can discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.

A wing-shaped armament that unfolds into two rifle-shaped guns. It automatically locks onto enemies and shoot beam from the gun barrels.

Scissor Wing

Top

Type: A **Power: 6**
Range: 3~5 **Evasion: 2**

Effect: Upon damaging, recover the same amount of HP as the damage dealt by this Armament.

A scissor-shaped armament that unfolds into a wing-like form. It's equipped with a function to absorb energy from opponents.

Sword Wing

Top

Type: A **Power: 6**
Range: 1~2 **Evasion: 2**

Effect: Upon use, till the end of your Action Phase, draw 1 card from the deck whenever you dealt damage with any Amaments with Minimum range 1.

A blade-shaped armament that unfolds into a wing-like form. The blades synchronize with the wearer's close-range attacks to perform coordinated strikes.

Diamond Bit

Top

Type: A **Power: 4**
Range: 3~5 **Evasion: 2**

Effect: Upon use, till the end of your Action Phase, increase targets Emergency Evasion cost by +1.

A remotely operable armament that unfolds into a wing-like form. The wearer can freely control multiple beam-firing devices shaped like panels.

Fang Raiser

Top

Type: A **Power: 4**
Range: 1~3 **Evasion: 3**

Effect: Upon damaged by this Armament, increase Collisions damage by +3 for 1 turn.

An armament terminal with a fang-like shape. Multiple terminals expand in an X-shaped pattern and are fired towards enemies during attacks.

Feather Boomerang

Top

Type: A **Power: 4**
Range: 1~3 **Evasion: 3**

Effect: Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

An armament shaped like a boomerang with feather-like design. It remains controllable even after being thrown and can disrupt enemies with it unpredictable movements.

Photon Ring Tiara

Top

Type: A **Power: 10**
Range: 4~6 **Evasion: 3**

Effect: Upon use, spend x TP to increase [Spent TP x 2] to this Armament's Power. But increase your Emergency Evasion cost by +1 till your next Action Phase.

A tiara-shaped armament worn on the head. It has a beam emission mechanism at its center and can release accumulated energy as a beam.

Bright Wing

Top

Type: A **Power: 10**
Range: 1~3 **Evasion: 2**

Effect: Can spend up to 10 TP point when using this Armament, increase Evasion Cost of this Armament by [Spent TP ÷ 2] for this Action Phase.

An armament that emit enormous shining wings when unfold. The wings of light can cut through any matter.

Missile Pod

Top

Type: A **Power: 5**
Range: 2~4 **Evasion: 3**

Effect: Upon damaged by this Armament, you can move target to anywhere in 2 square.

An armament that launches multiple small missiles. The strong explosion can move enemies in the intended direction.

Barrier Field Bit

Top

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, you can choose a suit and discard x number of that suit from your hand. All Allies gain damage reduction by [Discarded Card x 8] for that instant.

A remotely operable armament terminal that unfolds into a wing-like form. The wearer can freely control multiple panel-shaped barrier generators.

Mirage Jammer

Top

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, reduce your Emergency Evasion cost by -3 (minimum 0). Can be used once per Action Phase.

An armament that worn on the back and generates smoke screens. The smoke generated obstructs the guidance system of enemy armaments attacks.

Magical Silk Hat

Top

Type: P **Power: -**
Range: - **Evasion: -**

Effect: Decrease the Minimum Range of Armament equipped on ♣ Slot (Left) by -2 and increase the Maximum Range by +2.

A silk hat-shaped armament worn on the head. It adjusts the strength of Precious Energy supplied to each armament and enhances other armaments.

Headgear Sensor

Top

Type: P **Power: -**
Range: - **Evasion: -**

Effect: Increase the Evasion Cost of Armament equipped on ♠ Slot (Right) by +1.

A armament worn on the head. It is equipped with complex sensors that can increase the accuracy of other armaments.

Armament: Bottom

This is data that represents the Armaments that a character can equip on their lower body. See P92 for how to read each item.

Avalon Rifle

Bottom

Type: A **Power: 6**
Range: 3~4 **Evasion: 2**

Effect: Upon use, you can discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.

A energy rifle that floating near the legs. It automatically locks onto enemies and shoots energy beam from the muzzle.

Assault Leg

Bottom

Type: A **Power: 8**
Range: 1 **Evasion: 2**

Effect: Before selecting targets, you can move 2 square. When moving with this Armament's effect, you don't take damage from Collisions.

An armament worn on the legs. It temporarily enhances the wearer's strength by circulating Precious Energy in the legs.

Advanced Thruster

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Draw 2 card and add to your hand.

A propulsion device worn on the waist. It has the ability to gather the dispersed Precious Energy in the surrounding space and absorb it into the Dress Code.

All-Range Assister

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: On next Type A Armament Attack, +5 to Power, -2 to Minimum Range, +2 Maximum Range.

An armament enhancement device worn on the waist. It temporarily increases the intensity of Precious Energy supplied to each armament and expands the attack range.

Grenade Bit

Bottom

Type: A **Power: 4**
Range: 3~5 **Evasion: 3**

Effect: Upon damaged by this Armament, -2 to target's【Movement Value】for 1 turn.

A remotely operable armament terminal that unfolds in a skirt-like shape. The wearer can freely control multiple spherical grenade launchers.

Skirt Bit

Bottom

Type: A **Power: 5**
Range: 4~6 **Evasion: 2**

Effect: Upon use, till the end of your Action Phase, increase targets Emergency Evasion cost by +1.

A remotely operable armament that unfolds in a skirt-like shape. The wearer can freely control multiple panel-shaped beam emission devices.

Scorpion Tail

Bottom

Type: A **Power: 7**
Range: 1~2 **Evasion: 2**

Effect: Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

An armament worn like a tail. It has a shape resembling a scorpion's tail, and the tip has a function that interferes with the energy manipulation of the target.

Sphere Pressure

Bottom

Type: A **Power: -**
Range: - **Evasion: 2**

Effect: Can target all enemies within 1-Square radius around yourself. Target that not Emergency Evasion against this Armament have it Emergency Evasion +1 for 1 turn.

A wave generation armament worn on the waist. Enemies touched by the waves experience temporary movement obstruction.

Discharger

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: On next Type A Armament Attack, +5 to Power, +1 to Evasion Cost.

An armament enhancement device worn on the waist. It temporarily enhances the intensity of Precious Energy supplied to each armament, increasing power and attack speed.

High Heel Drop

Bottom

Type: A **Power: 10**
Range: 1 **Evasion: 2**

Effect: Add +2 to this Amament's Evasion Cost if attack as Additional Use.

An armament worn on the feet. The heels are sharp, designed to execute attacks in a heel-drop fashion.

Plasma Booster

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Can move 4 Square.

A propulsion device worn on the waist. By using Precious Energy as propellant, high-speed movement becomes possible.

Counter Field

Bottom

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, discard 1 card from your hand. Choose an Type A Amament with the same suit as discarded card, that Armament will not trigger target Reaction Phase but target can still use Emergency Evasion.

A wave generation device worn on the waist. The generated waves read the enemy's thoughts and assist in counterattacking accordingly.

Spare Booster

Bottom

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, draw 2 card from the deck and Emergency Evasion. Can be used once per Action Phase.

A propulsion device worn on the waist. It absorbs the dispersed Precious Energy in the surrounding space and utilizes it to perform high-speed reactions for evading.

Adjunct Booster

Bottom

Type: P **Power: -**
Range: - **Evasion: -**

Effect: When Collide, the enemy's damage from collision is increased by +2.

A propulsion device worn on the waist. By enhancing the output of the Precious Protect, it can amplify the impact of Collisions.

Clear Boots

Bottom

Type: P **Power: -**
Range: - **Evasion: -**

Effect: Add +2 to【Movement Value】.

An armament worn on the feet. It provides ease of movement and is equipped with propulsion functionality, allowing you to swiftly traverse the battlefield.

Wing Drive

⟨Wing Drive⟩ is the ability for a Princess to release the overflowing Precious Energy within one body, temporarily unleashing one combat capabilities. There are seven types of ⟨Wing Drive⟩, each classified based on the color of the Precious Energy that transforms into wings. ⟨Wing Drive⟩ is data that characters can use once in the scenario to gain a powerful effect. Here, we will introduce the data for ⟨Wing Drive⟩ that PCs can acquire.

Wing Drive Rule

During battles, characters can use ⟨Wing Drive⟩ at the specified timing determined by the type of ⟨Wing Drive⟩ to activate its effect. Each character can use ⟨Wing Drive⟩ up to once per scenario.

Understanding Wing Drive Data

Wing Drive Data refers to the data that indicates the name and effect of the ⟨Wing Drive⟩.

Now, let's explain how to interpret the data of ⟨Wing Drive⟩.

Wing Drive Data

Wing Drive data consists of the following four components:

① Name

The name of the specific ⟨Wing Drive⟩.

② Timing

Indicates the timing at which the specific ⟨Wing Drive⟩ can be used.

As long as it's during the timing written here, you can activate the effect of ⟨Wing Drive⟩ regardless of the situation or ongoing processes. If you activate ⟨Wing Drive⟩ during other ongoing process, resolve the effect of other's ⟨Wing Drive⟩ first before proceeding with your process.

Furthermore, ⟨Wing Drive⟩ can be used not only during your PC's timing but also during other characters' timings. For instance, if it's listed during the Reaction Phase, you can use it during either your own or another character's Reaction Phase.

③ Effect

Describes the effect when using the specific ⟨Wing Drive⟩.

④ Flavor Text

This section contains the flavor text for the ⟨Wing Drive⟩. The texts provided here are merely for reference and can be freely modified.

Blue W①ng **Wing Drive**

Timing: Action P②e

Effect: Draw 2 cards and add them to your hand. During this Action Phase ③egardless of card numbers, you can use up to 3 extra Armaments. But cannot use the same armament more than twice with this effect.

Azure Precious Energy unfurling as a magnificent canopy of cerulean brillianc④ese wings empower the user to unleash a relentless barrage of attacks, all without a trace of recoil or hesitation, as if guided by a force divine.

Wing Drive

This is data that represents the data and flavor texts of Wing Drive. See P102 for how to read each item.

Blue Wing

Wing Drive

Timing: Action Phase
Effect: Draw 2 cards and add them to your hand. During this Action Phase, regardless of card numbers, you can use up to 3 extra Armaments. But cannot use the same armament more than twice with this effect.

Azure Precious Energy unfurling as a magnificent canopy of cerulean brilliance, these wings empower the user to unleash a relentless barrage of attacks, all without a trace of recoil or hesitation, as if guided by a force divine.

Red Wing

Wing Drive

Timing: Action Phase
Effect: Draw 2 cards and add them to your hand. During this Action Phase, increase the power of all your Armaments by +3 and increase the Evasion Cost by +1.

Crimson Precious Energy emanating forth as wings ablaze with vermilion splendor, they bestow a substantial augmentation to the output of all armaments donned by the user, like a fiery surge of unmatched power and glory.

Yellow Wing

Wing Drive

Timing: Action Phase
Effect: Draw 2 cards and add them to your hand. After that, perform an additional Action Phase. The Action Phase triggered by this effect can be performed even if you have already Acted, and it won't count as an additional Action Phase.

Golden Precious Energy emerging as wings of resplendent gold, they propel the user's dress code's mobility to the very zenith of existence, as though the fabric of time itself has been woven into the graceful dance.

Black Wing

Wing Drive

Timing: Action Phase
Effect: Draw 2 cards and add them to your hand. During this Action Phase, you can select targets regardless of their range and increase the Evasion Cost of the first Armament you use in this Action Phase by +2.

Black Precious Energy manifesting as wings as dark as the abyss, they pollute the user's senses to the very brink, enabling attacks from any conceivable range, as if casting a shadow that reaches into the very soul of the enemy.

White Wing

Wing Drive

Timing: Action Phase - Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, all allies except yourself also draw 1 card. Then, restore 10 points of HP for all allies.

White Precious Energy unveiling wings of pure and lustrous white, they markedly enhance the Precious Protect of both the user and their allies, like a heavenly shield imbued with celestial grace and benevolence.

Green Wing

Wing Drive

Timing: Reaction Phase
Effect: Draw 2 cards and add them to your hand. During this Action Phase, the cost required for an Emergency Evasion becomes 0.

Emerald Precious Energy blossoming as wings of vibrant green, they allow the user to perform evasions of such blazing speed that afterimages are born, akin to a phantasmal waltz between reality and illusion.

Violet Wing

Wing Drive

Timing: Action Phase - Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, all allies except yourself also draw 1 card. Then, restore 5 points of TP for all allies.

Violet Precious Energy unfolding as wings of mysterious purple, they synchronize the user and their allies' consciousness, sharing their deepest emotions and thoughts, as if weaving a tapestry of hearts and minds into one.

Reference Work ①

Here, we introduce games, anime, etc., that can serve as image references for playing "PW".

When creating scenarios or characters, please consider referencing these works. However, not all session participants may know the same work in the same way. When creating scenarios or characters based on such works, avoid explanations that assume prior knowledge, or making statements/actions that might alienate those unfamiliar with the work.

Mobile Suit Gundam Extreme Vs. Series

Publisher: BANDAI NAMCO Games

A team battle action game featuring the main mobile suits from the Gundam series. The game system allows you to experience stylish, high-speed robot action thanks to features like Extreme Action, which cancels attack motions to move to the next action, and Extreme Burst, which powers up the mech for a limited time. It can serve as a reference for added weapon use, quick bursts, and Wing Drive in "PW".

Alice Gear Aegis

Release: Pyramid, Colopl

An action shooting game where you command girls called "Actresses" to battle against mysterious mechanical lifeforms known as "Weiss" that suddenly appear in Earth's vicinity. The customization element in "PW" where characters freely equip weapons or dress up with cute clothes and accessories is heavily influenced by this work. It's a great reference for character creation.

The charm of this game is in multiplayer, where players can battle against giant mecha together.

Frame Arms Girl

Publisher: Kotobukiya

A spin-off of the robot plastic model series "Frame Arms". Based on illustrations personifying Frame Arms as girls, they have been made into models, and original stories have been developed across various media such as anime, movies, and manga. The models have high customization potential, allowing for original coloring and personalization. This work can serve as an image source for the "Dress Code" in "PW".

Dolls Order

Release: Mynet games

A 2-on-2 high-speed action game where you control unique dolls named after heroes. Various mecha-girls weave together high-speed battles with flashy effects. This can serve as an image source for considering "PW"'s battle presentations. The system also allows for canceling skills with steps and shifting to other skills, allowing for sophisticated combinations. This can be a reference for combo use of Armament in "PW".

Pretty Cure Series

Production: Asahi Broadcasting TV, ABC Animation, ADK Emotions, Toei Animation

A mahou shojo series where ordinary girls transform into legendary warriors "Precure" to defeat evil organizations and restore peace. The concept revolves around preteens and teenagers awakening as Precure and deepening friendships through collaboration. This work can be an image source for various elements in "PW", such as scenario ideas or the presentations of "Precious On".

Assault Lily

Production: AZONE International, acus

A story that depicts the "Lilies" against mysterious giant life forms called "Huge" on near-future Earth. This is a cross-media project, including novels, manga, anime, and stage adaptations. The setting, "Yurigaoka Girls' Academy", is a prestigious school for training Lilies, with various interpersonal relationships depicted. Elements from this can be referenced for describing and presenting Fairy Tale Academy in "PW".

Blue Reflection: Sword of the Girl Who Dances in Illusions

Publisher: GUST, Koei Tecmo Games

A RPG set in a fictional modern-day Japanese high school "Hoshinomiya Girls High School", depicting the friendships and adolescence of young girls. The work, themed around the notion that "alone one may be small, but joining hands can bring greater strength and happiness", captures the realistic adolescence of these girls. It can be a reference for depicting "youth set in a school" and scenarios surrounding characters' worries and desires in "PW".

RULES SECTION

Preplay

The sessions of "PW" consist of three stages: [Preplay] for preparation, [Main Play] where the story unfolds, and [After Play] that concludes the session.

From here, we will explain the content of the [Preplay].

Duration and How to Pre-play

The duration of [Preplay] varies depending on the proposal of the session and how members gather.

If a session is suddenly decided, it may be conducted in about an hour on the day of the session. In such cases, you can proceed efficiently by using [Quick Start] in [PC Preparation] or taking advantage of [Carry-On].

If there are several days to a week (or even more) before the session, it's recommended to conduct it thoroughly online using calling tools, chat tools, SNS, etc. In that case, you can carefully do [PC Creation] from scratch using [Construction].

Flow of Pre-play

[Pre-play] is conducted through the following steps:

① Recruiting Participants

For a "PW" session, 2 to 4 participants, including the GM, are needed. The range varies depending on the scenario you choose to play. The person calling for participation should check the [Scenario Spec] of the desired scenario and verify the number of participants. At this time, remember to add +1 for the GM to the [PL number].

When recruiting, be sure to specify the date and method of the session (online/offline etc.), and who will be the GM.

Deciding on the Scenario Later

When recruiting participants, you can gather 2 to 4 people (including the recruiter) first and then search for a scenario that matches the number of participants. In such cases, asking for "Scenarios where you are already playing as a PL" during recruitment will make it easier to decide on a scenario.

It's also possible for PLs to play the same scenario more than once. In such cases, make sure not to spoil the scenario for PLs who haven't played it yet.

② Scenario Information

Once the participants and scenario are decided, the GM presents the [Scenario Information] to the PLs.

The [Scenario Information] consists of four parts: [Scenario Spec], [Episode Preview], [Handout], and [Scenario Clear Conditions].

The [Scenario Spec] lists the expected number of PLs in the scenario, the required time, and the [Recommended ExP Consumption] (P154) essential for [PC Preparation].

The [Episode Preview] contains a brief summary and theme of the scenario.

[Handouts] specify the position and background of the PCs participating in the scenario. There are 2 types of [Handouts]: [Common Handout] where multiple PCs share a common background, and [Individual Handout] which specifies a different background for each PC. Each type of [Individual Handout] corresponds to one PC. If there are [Individual Handouts], PLs should discuss and decide who will take on which [Handout].

[Scenario Clear Conditions] specify the conditions under which the scenario is considered cleared.

③ PC Preparation

PLs prepare their PCs. If creating a new one, refer to P48 and proceed with the GM's guidance.

With the GM's permission, you can also use a previously created PC. This is called [Carry-On]. When doing [Carry-On], be careful to check if the PC's [ExP Consumption] matches the [Recommended ExP Consumption] in the [Scenario Spec].

④ Preparation and fill in Record Sheets

[Record Sheets] are used by PLs to record the status of their PCs and the contents of the session. Each PL should prepare one [Record Sheet] per person.

Session Information
Fill in the names of the PL and PCs, GM's name, scenario name, and date/time. PL names can be handled using pseudonyms or nicknames.

【HP】and【TP】

Enter the values of【Maximum HP】and 【Maximum TP] from the [Character Sheet] into the respective fields on the [Record Sheet]. These values generally don't change during the session. If【HP】and【TP】change, it's a good idea to jot down the "current values" in the space provided below.

Wing Drive

Record the [Name] and [Effect] of the PC's ⟨Wing Drive⟩. When the ⟨Wing Drive⟩ is used in [Combat], mark the checkbox.

Connection

In the [Connection] section, enter the [Name] and [Relationship] of the NPC specified in the [Handout]. Then, fill in the [Name] of the other PCs. The [Relationship] with other PCs is decided and recorded after the [Self-Introduction].

⑤ Preparation and fill in Session Sheet

The [Session Sheet] is a paper used by the GM to record characteristics and information about the PCs. The GM should prepare one [Session Sheet].

Session Information

Fill in GM's name, scenario name, date/time, and scenario specs. GM's name can be a handle or nickname.

Fill in PC Information

The PL responsible for each participating PC should fill in the character's name, PL's name, ⟨Princess Core⟩, type of ⟨Wing Drive⟩, and 【SS Value】. If the PC number is designated in [Individual Handout], fill it in the corresponding section.

⑥ Self-Introduction

After filling out the sheets, GM and PLs can self-introductions each other.

PLs introduce themselves and their PCs.

The order of self-introduction is at the discretion of the PLs. If unsure, following the order of [PC Number] written on the session sheet is a good idea.

Once introductions for all PCs are done, determine the [Relationship] with other PCs. Utilizing the [Relationship Chart] and [Emotion Chart] on P75 can be helpful.

⑦ Preparation Hand and Deck

At the end of [Pre-play], the GM prepares the hand and deck.

GM's Hand

After removing two Jokers from the deck of cards, the GM shuffles the remaining cards to create a deck. Then, draw the following number of cards from the deck and keep them as the hand (face-down).

For 1 PL = 6 cards
For 2 PLs = 9 cards
For 3 PLs = 12 cards

PL's Hand

Once the GM has prepared the hand, return the Jokers to the deck and shuffle. Each PL draws 7 cards from the deck and keeps them as the hand (face-up).

Once the preparation of the deck and hand is complete, [Pre-play] is finished. Move on to [Main Play] on the next page.

Main Play

In the [Main Play], participants create a story through their characters. This [Main Play] is divided into multiple [Parts].

From here on, we will explain the rules and precautions for progressing each [Part] in [Main Play].

Introduction Part

In the [Introduction Part], you'll portray the daily lives of the PCs and the beginnings of incidents or events they get involved in.

PC's Daily Life

[PC's Daily Life] depicts the everyday scenes of the PCs. Typically, this is done separately for each PC, but if a PL wishes, multiple PCs can perform a joint [Daily Life Roleplay]. [PC's Daily Life] progresses in the following order:

① Decide the Order

Decide the order in which to perform [PC's Daily Life].

The order can be decided through discussion among the PLs. If in doubt, it might be good to go from the PC with the highest【SS value】.

② Decide the Situation

The PL portraying [PC's Daily Life] decides "what kind of scene to enact."

Draw a card from the deck and refer to the [Daily Life Table]. However, you can also choose any item freely or perform a portrayal not on the table as an [Extra]. Once the situation is decided, return the drawn card to the deck and shuffle.

③ Request for Roleplay

The PL performing [PC's Daily Life] can request the GM or other PLs to participate and roleplay as the NPCs in the scene. Communicate the content of the desired scene and the image of the NPC, and make a request.

For example, when staging a scene where "working part-time at a cafe," you can ask for someones to roleplay as the manager or customers.

However, whether or not to accept the request is determined by the requested party. Also, "how to specifically roleplay that NPC" is determined by the person who was requested.

④ Portrayal

Based on the situation, on [PC's Daily Life]. Once the PL feels that they have "adequately enacted the scene," they should wrap up and close the scene.

Daily Life Table	
	Daily Life Scene
A	Hobbies
2	Special Skills
3	Current Passion
4	Strong Subjects
5	Weak Subjects
6	Committee
7	Club Activities (Circle)
8	Part-Time Job
9	Favorite Food
10	Motivation
J	Future Dreams
Q	Worries
K	Memories
Joker	Activities as a Princess
Extra	Other Activities

Beginning of the Story

In the [Beginning of the Story], you will create the initial events that set the stage for the main storyline of the scenario.

The content of the [Beginning of the Story] varies depending on the scenario. It might involve individual scenes for each PC or a shared scene involving all PCs.

Based on the scenario's content, the GM designates which PCs appear in the scene. Then, refer to [Scenes] and [Dialog] to portray the scene.

Once all [Beginnings of the Story] are completed, proceed to the [Investigation Part].

Investigation Part

In the [Investigation Part], PCs conduct investigations in response to the events portrayed in [Beginning of the Story]. By progressing through the [Investigation Part], hidden truths are revealed, hints to resolve troubles are obtained, and the story significantly advances.

Progression of the Investigation Part

The [Investigation Part] progresses in the following order:

① Reveal Information Items

The [Investigation Part] progresses by repeatedly investigating the [Information Items].

[Information Items] have an [Information Item's Name] that succinctly describes what is being investigated, and a [Required Tag Point] indicating the effort required for the investigation.

Once the GM declares the start of the [Investigation Part], please disclose the [Information Item Name] and [Required Tag Point] listed in the scenario to the PLs.

If multiple [Information Items] are prepared, disclose all [Information Item Names] and [Required Tag Point]. However, some scenarios may specify conditions for revealing certain [Information Items]. In such cases, disclose the [Information Item Name] and [Required Tag Point] once the conditions are met.

② Investigation Scene

The PCs' investigative actions are represented in a scene called the [Investigation Scene]. The specific rules for the [Investigation Scene] are explained later in the section "How to Conduct the Investigation Scene".

③ Conclusion of the Investigation Part

Once all the [Information Items] are disclosed, the [Investigation Part] concludes (some scenarios might have special conditions for conclusion). The GM declares the end of the [Investigation Part] and transitions to the [Interlude].

Progression of the Investigation Scene

① Disclose the Information Items
Declare the start of the [Investigation Part]
Disclose [Information Item Name] and [Required Tag Point] to PLs

↓

② Investigation Scene
① Determine the Scene Player
② Specify the Information Item
③ Decide and Portray the Situation
④ Use Life Tags
⑤ GM's Judgment
⑥ Refill Hand
⑦ Revealing of Information
⑧ Acquisition of Scenario Tags
⑨ End of the Investigation Scene

↓

③ Conclusion of the Investigation Part
Ends once all [Information Items] are disclosed

How to Conduct the Investigation Scene

The PCs' process of gathering information is portrayed in a scene called the [Investigation Scene].

The [Investigation Scene] proceeds in the above order.

① Determine the Scene Player

A [Scene Player] refers to the PC (and its PL) that takes the center stage during the scene.

Which PC becomes the [Scene Player] to conduct the [Investigation Scene] is determined through consultation between the PLs, or the GM can specify. In the [Investigation Part], it is possible for one PC to become the [Scene Player] more than once. However, care should be taken so that the [Scene Player] does not become biased towards one individual.

Participation of Other PCs

PCs other than the [Scene Player] can also participate in the [Investigation Scene]. Consult with the [Scene Player] to decide when to appear in the scene.
They can be with the [Scene Player] from the beginning of the scene, or they can appear at any desired timing after watching the situation.

② Specify the Information Item

Before determining the contents of the [Investigation Scene], the [Scene Player] will specify the [Information Item] to be investigated.

③ Decide and Portray the Situation

The specific situation of the [Investigation Scene] is primarily determined by the [Scene Player]. It's okay to set a scene that's easy to act out from the [Life Tag] being used (explained later). Also, the GM and other PLs should brainstorm and consider the situation together.

Once the situation is decided, the [Scene Player] will lead the portrayal of the specific scene. If NPCs appear, it's good for the GM to handle their portrayal.

④ Use Life Tag

The PCs use elements related to themselves as a foothold to approach the information they seek.

PCs participating in the [Investigation Scene] will submit one card from their hand and act out the corresponding [Life Tag]. This is called [Using Life Tag]. [Use Life Tags] can be done at any time during the [Investigation Scene]. You can do it right after it starts or think about which [Life Tag] to use as the scene unfolds.

Other PCs

All PCs appearing in the [Investigation Scene] can perform [Use Life Tags]. However, if a PC other than the [Scene Player] uses the [Life Tag], they must have the [Scene Player]'s approval.

Life Tag and Improvised Settings

At this time, the PC who deal the card can freely decide "why the [Life Tag] is effective" in the situation.

For example, in a situation where you "visit the school student council for inquiries", you can use the [Life Tag] of [Club Activity: Fashion Club], and create a setting on the spot like "I've been to the student council several times about the budget, so I'm acquainted with their members."

Multiple Uses of Life Tags

In a single [Investigation Scene], one PC can use [Life Tag] multiple times, or several PCs can use [Life Tag] once each.

However, one PC cannot use the same [Life Tag] multiple times (but it can be used again in the next [Investigation Scene]).

Note that it's possible to use [Life Tags] more than the [Required Tag Point], but [Tag Points] (explained later) only apply to the [Information Item] being investigated in that scene. Points exceeding the [Required Tag Point] cannot be allocated to other [Information Items], so be careful.

⑤ GM's Judgment

If the GM deems the performance as "fitting the flow of the scene or story" or "enhancing the story", they should declare the [Life Tag Effective] (abbreviated as [Effective]). When [Effective] is declared, the [Tag Points] of the information item being investigated increase by one point.

If the portrayal is deemed "not fitting the scene or story", declare the [Life Tag Ineffective] (abbreviated as [Ineffective]). In the case of [Ineffective], the dealed card returns to the hand.

If [Use Life Tags] occurs multiple times in one [Investigation Scene], whether it's [Effective] is determined for each [Life Tag].

Accumulation of Tag Points

[Tag Points] accumulate across [Investigation Scenes]. Therefore, there is no need to stack [Tag Points] unnecessarily in a single [Investigation Scene]. It's possible to investigate [Information Items] with [Required Tag Point] of two or more by stacking multiple [Investigation Scenes].

⑥ Refill Hand

PCs who have activated [Use Life Tags] draw one card from the deck. If [Use Life Tags] is activated more than twice, please replenish your hand the corresponding number of times.

After that, if the [Tag Points] have reached the [Required Tag Point], move to "Revealing Information". If not, move to "End of Investigation Scene".

⑦ Revealing Information

When the [Tag Points] reach the [Required Tag Point] of the [Information Item], the GM reveals the content of [Information to be Revealed] to all PCs. You can read it aloud or convey it as a Dialog of the NPCs present in the scene.

⑧ Acquisition of Scenario Tag

All PCs obtain the [Scenario Tag] set in the [Information Item]. The [Scenario Tag] is a keyword to solve significant issues in the story. It is used in the scene called [Final Part's Precious Aid]. Furthermore, the [Scenario Tag] is shared among all PCs.

⑨ End of Investigation Scene

Once all procedures related to [Use of Life Tag] are completed, the [Investigation Scene] ends. The [Scene Player] should take the initiative to conclude the scene.

The investigation part continues until all the contents of the information items are disclosed.

If, by the end of the [Investigation Scene], all the contents of the [Information Items] have been revealed, proceed to [End of Investigation Part].

If not, start the next [Investigation Scene].

Number of Investigation Scenes

There's no upper limit to the number of [Investigation Scenes] in a single scenario.

However, some scenarios might have a specific upper limit. If there's a limit, the GM should announce the maximum number to all PCs when conveying the [Information Item].

Free Scenes

In the [Investigation Part], it's possible to create scenes purely for dramatization without conducting any investigations. Such scenes are called [Free Scenes].

PLs can freely propose the creation of [Free Scenes] according to the content and situation of the story.

For instance, right after the start of the [Investigation Part], players might dramatize PCs discussing "what to investigate first", or after an [Investigation Scene], create a scene where they "report the recent events to other PCs".

Players should specifically propose the type of scene they want.

Once the GM approves, the [Free Scene] begins. Even in the creation of a [Free Scene], decide on a [Scene Player] and build the scene around that PC. Of course, other PCs and NPCs can participate. However, note that in [Free Scenes], actions similar to investigations (part ② through ⑧ of [Investigation Scene]) are not allowed.

A [Free Scene] concludes when the intended dramatization is achieved. The [Scene Player] and GM should primarily decide when to end of the scene.

Interlude

In the [Interlude], the flow of the scenario is checked and review upon, or breaks may be taken. The [Interlude] proceeds in the following order:

① The Story So Far

The GM checks whether the PLs understand the information revealed during the [Investigation Part]. At this time, it's good to review the contents of the [Investigation Scenes] and highlight memorable moments that came up during the player's performances.

Additionally, players should actively comment on parts they found enjoyable or interesting in the GM's performance.

② Exchange Card

All players exchange their hand cards. There are no restrictions on the exchange partner or the number of exchanges, but you must always receive the same number of cards you give (you must return the same number of cards you receive).

Before [Exchange Cards], remember the number of cards in your hand and ensure there's no increase or decrease.

③ Break

After exchanging hand cards, take a break. A break of about 5 to 15 minutes is appropriate (please discuss and decide as a group).

Combat Part

In the [Combat Part], the battles of the princesses are depicted.

The [Combat Part] proceeds in the following order:

① Catastrophe

This is the scene where the enemy Void begins to use its power. The GM should perform the scene using the [Scene] and [Dialog] written in the scenario.

The [Catastrophe] primarily features only NPCs. However, if there's a special note in the scenario, PCs can also appear.

② Princess's Sortie

This depicts the scene from when the PCs confront the enemy Void until the start of the battle. The GM, using the [Scene] and [Dialog] in the scenario, collaborates with the players to act out the scene.

Precious On

PCs activate their "Precious Gear" and can instantly transform into their "Dress Code" and equip it by shouting "Precious On!"

During the [Princess's Sortie], performing this allows players to draw one card from the deck. This effect can be used once per PC.

Already Prepared

Depending on the flow of the story, if the PCs are already equipped with their Dress Code when they appear in the [Princess's Sortie], they can skip the performance and just receive the effect of drawing a card.

③ Combat

The battle between the princess PCs and the Void is enacted using the [Combat] rules.

For the [Combat] rules, refer to P116.

④ Acquisition of Scenario Tags

If [Acquisition Tags] are described in the scenario for [Combat], then that [Scenario Tag] is acquired. After the [Combat] and [Acquisition of Scenario Tags] are completed, the narrative moves to the [End Part].

Ending Part

The [Ending Part] stages the climax of the story.

The [Ending Part] is conducted in the following order:

① Precious Aid

In [Precious Aid], you interact with the NPC at the heart of the incident and enact a scene to save their heart. [Precious Aid] proceeds in the following order:

① Revealing the Dark Heart

The [Dark Heart] represents the heart of the NPC that has fallen into darkness.

The GM declares the start of [Precious Aid], presenting the specified [Dark Heart] and the [Required Tag Point] from the scenario.

② Using Scenario Tags

PCs resolve the situation by enacting scenes using [Scenario Tags] obtained through the [Investigation Part] and [Combat Part].

Deciding Which Tags to Use

A [Scenario Tag] can be used by one PC per tag. Discuss who will use which tag.

Enactment of Precious Aid

After declaring the [Scenario Tag] they intend to use, PCs carry out the enactment of [Precious Aid].

Precious Aid is not just speaking words but also involves pouring precious energy into the other person with heartfelt emotion.

For instance, using the [Scenario Tag] "Jealousy Toward a Rival," a PC might comfortingly say, "Being jealous isn't inherently bad," or convey understanding feelings like "I too have felt jealous of someone before" and touch the other. What's vital in [Precious Aid] is to "enact in a way that's true to the PCs."

Number of Precious Aid Attempts

Generally, [Precious Aid] is limited to one attempt per PC. However, if the GM and all the PLs decide that "it would be more exciting for one PC to persuade multiple times," this rule doesn't apply. Even in such cases, other PLs should participate in the enactment by speaking or jointly pouring precious energy.

Use Life Tags

If you can't think of an enactment using [Scenario Tags], using [Life Tags] is also possible, similar to the [Investigation Scene]. However, submission of the corresponding hand card is required.

GM's Judgment

If the GM judges a PC's enactment as [Effective], [Tag Points] increase by one.

If deemed [Ineffective], [Tag Points] don't increase, and the use count of the [Scenario Tag] isn't consumed.

Once [Tag Points] reach the [Required Tag Point], the GM should declare [Scenario Clear].

Failure of Precious Aid

If all PCs give up, [Precious Aid] is considered a failure. For the story's conclusion when [Precious Aid] fails, refer to the scenario Scene. If there's no such Scene, the GM may decide as they see fit (it's advisable to refer to the content on P29).

② Story Conclusion

Once [Precious Aid] is over, enact the story's conclusion and any epilogue with [Story Conclusion]. After concluding the story, transition to [After Play] (P114).

After-Play

In the [After-Play], participants review the session and perform procedures to conclude it.

We will now explain the contents of the [After-Play].

Flow of the After-Play

[After-Play] is conducted in the following steps:

① Erase all Scenario Tags

All [Scenario Tags] acquired during the session are deleted during the [After-Play]. They cannot be used in the next scenario.

②【HP】and【TP】Recovery

Restore the PCs'【HP】and【TP】to their maximum values. Counters such as ⟨Armaments⟩ or ⟨Special Techniques⟩ that can be used "once per Scenario" also recover at this stage.

③ Calculate Exp Points

[Exp Points] are scores that can be consumed to upgrade a PC's data.

The GM lists the following items one by one, and each PL checks if they meet the criteria for earning Exp Points. PLs will mark the relevant items on the [Record Sheet] and calculate the Exp Points they earn:

Participated until the end of the session: 1 point

Earned by all PLs who participated up to the [Final Part].

Achieved the Scenario Clear Conditions: 1 point

Earned by all PLs if the GM declares [Scenario Clear] during the [Final Part].

If multiple objectives are set for the scenario, it becomes the number of achieved objectives × 1 point.

Good Roleplay: 1 point

Earned by all PLs who role-played their PC's feelings or emotions, or role-played ⟨Armaments⟩ or attack.

Helped other PLs: 1 point

Earned by all PLs who assisted in another PL's performance, collaborated in roleplay, or discussed which cards to exchange.

Aided in the progress of the session: 1 point

Earned by all PLs who took the initiative in adjusting the session's place or schedule, role-played PCs or NPCs, or honestly remarked that it was "fun" or "interesting".

Shared session impressions on SNS: 1 point

Earned by all PLs who posted their session impressions in a place visible to others, such as on social media. It also meets the criteria if a promise is made with the GM to post later with the intent of writing a thorough review.

GM's Experience Points

Once all PLs have calculated and distributed their Exp Points, each PL will enter the total Exp Points they've earned in the Exp Points column for each PC on the session sheet. The GM will total all the entered Exp Points and then divide that sum by the number of PLs (rounded down) to determine the Exp Points they earn.

GMs should record the Exp Points they've gained in the [GM's Exp Points] section of the session sheet.

PC Data Upgrade

In "PW", you can use [Exp Points] to upgrade your PC's data.

Exp Points are a consumable value. When consuming Exp Points, always make sure to mark the date and the amount used on the record sheet with a ballpoint pen, or use a note to manage the used Exp Points and the remaining points.

Regarding PCs Using Exp Points

In "PW", Exp Points are earned by PLs (and GM). Therefore, the Exp Points earned in a session can be used for the upgrade of another PC who did not participate in that session.

How to Use Exp Points

[Exp Points] are basically consumed during the [After-Play] to grow your PC. However, with the GM's permission, they can also be used during the [Pre-Play] for [PC Preparation].

Acquisition & Modification of Special Skills

By consuming 3 [Exp Points], a PC can acquire a new 〈Special Techniques〉.

Additionally, by using 1 [Exp Points], an already acquired 〈Special Techniques〉 can be changed to a different 〈Special Techniques〉.

Updating Princess Score

Exp Points can be used to update the 〈Princess Score〉.

By updating the 〈Princess Score〉, you can choose one Bonus from the table below and add it to the Special Functions of the 〈Princess Score〉. This Bonus is called the [Update Bonus].

Multiple [Update Bonus] can be added to a single 〈Princess Score〉.

Even if they have the same name, by spending more, you can stack the [Update Bonus].

The amount of Exp Points consumed varies depending on the type of [Update Bonus].

Recording the Consumed Exp Points

If you have upgraded your PC, please enter the total value of the consumed [Exp Points] in the [Consumed Exp Points] section of the PC's [Character Sheet]. The higher this value, the stronger the Princess is represented. It also becomes a criterion for determining whether you can participate in a scenario, so be careful not to forget to record it.

Update Bonus

Names	EXP	Effect
Output Enhancement	5	Add +2 to the power of all Armaments you are equipped with.
Protection Expansion	5	Increase your【Max HP】by +10 and your【Max TP】by +5.
Sharpening	5	Add +2 to your【SS Value】and +1 to your【Movement Value】.
Special Paint Job	5	Increase the number of cards in your hand by +1 at the start of the scenario (however, you cannot possess cards beyond the hand limit with this effect).
Sympathetic Link	7	You can perfom Preparation Timing twice during the Action Phase. This effect can be used only once per scenario.
Ray Tracing	7	You can select any number of Characters within your shooting range. This effect can be used only once per scenario.
Additional Armament	9	Upon using this update, create one variation. During combat, you can change your Armament to that Variation at any time. Also, you can revert back to your Armament back to the original set at any time during combat.
Potential Release	9	Can be used when you make a Armament attack. That Armament attack cannot be Emergency Evasion. This effect can be used only once per scenario.

Combat Rules

In "PW," the battles of the Princesses (PCs) are expressed using a rule called [Combat]. We will now explain the rules of [Combat].

Combat Space

[Combat Space] represents the area where battles take place and is depicted as a map. Character positions and ranges in [Combat] are managed based on [Combat Space].

Size of Combat Space

[Combat Space] is divided into a grid of 8 squares vertically by 8 squares horizontally. The vertical axis is labeled with the alphabet from "a" to "h," and the horizontal axis is labeled with numbers from 1 to 8, allowing coordinates to be indicated by combining them.

For example, "a1" corresponds to the bottom-left corner of the map, and "d4" corresponds to the center of the map.

Squares and Characters

Each square within [Combat Space] can only contain one character. If another character attempts to enter a square already occupied by a character due to the effects of a ⟨Special Technique⟩ or ⟨Armament⟩, a process called [Collision] (P121) occurs.

Combat Map Sheet

The [Combat Map Sheet] contains squares and coordinates of the [Combat Space]. You can copy the one provided at the end of this book or download and print it from the official website for use.

Allies and Enemies

Within [Combat Space], there are two types of characters: [Allies] and [Enemies]. From the PC's perspective, [Allies] generally refer to each PC, and [Enemies] refer to NPCs. Conversely, from the NPC's perspective, [Allies] refer to each NPC, and [Enemies] refer to PCs.

However, these designations may change depending on the scenario.

The terms [One Ally] and [All Allies] in [Effects] such as ⟨Special Technique⟩, ⟨Armaments⟩, and ⟨Wing Drive⟩ include the initiator of the [Effect] (the character themselves).

Flow of Combat

[Combat] proceeds in the following order.

Combat Initiation

[Combat] is primarily conducted during the [Combat Phase] (P112). When the session reaches a state of [Combat], the GM should declare the [Start of Combat].

Victory Conditions

The GM discloses the victory conditions outlined in the scenario to the players. If the scenario does not specify victory conditions, the GM should set arbitrary conditions. When in doubt, consider using the condition that all characters on either the ally or enemy side become [Incapacitated] (P122) as the [Victory Condition].

Preparation of Combat Space

The GM prepares the [Combat Space]. You can use the [Combat Map Sheet] or prepare an image of an 8x8 grid.

Revealing Enemy Data

The GM reveals data about [Enemies] except for their ⟨Dark Drive⟩.

Initial Enemy Placement

The GM places [Enemies] in the [Combat Space]. The specific locations for each enemy are indicated in the scenario. If the scenario does not specify, you can place them anywhere within the range of a7 to h7 or a8 to h8 (the back two rows).

Initial Ally Placement

Each PC is placed in the [Combat Space]. The placement locations are within the range of a1 to h1 or a2 to h2 (the front two rows), and it's up to the player's discretion.

If there are [Ally] NPCs, consult with the players to decide where to place them.

Once all character placements are complete, proceed to [Round Progression].

Round Progression

[Combat] advances by repeating the in-game time known as [Rounds].

Each [Round] is divided into several [Phases]. The GM should advance through the [Phases] in the following order.

Inaction and Acted

Among the characters participating in [Combat], those who haven't yet performed an [Action Phase] are in an [Inaction] state, while characters who have already performed an [Action Phase] are considered [Acted].

① Start Phase

The GM announces the start of a new [Round]. Subsequently, all characters become [Inaction].

If there are ⟨Special Technique⟩ or ⟨Armament⟩ that can be used or triggered during the [Start Phase], process their effects.

② Action Phase

During the [Action Phase], the next character to take action is determined.

Compare the【SS Value】of [Inaction] characters and designate the character with the highest【SS Value】as the [Action Character].

Flow of a Round

① Start Phase
GM declares the start of the round.

↓

② Action Order
Determine characters performing the action phase.

↓ ↑

③ Action Phase
- Movement Timing
- Preparation Timing
- Attack Timing

If characters who have not Acted in "③ Action Phase" remain, return to "② Action Phase."
If everyone completes "③ Action Phase," proceed to "④ End Phase."

↓

④ End Phase
PL draws 2 cards from the deck.
GM draws [PC Count × 2] cards from the deck.
PL can exchange 1 card with another PL.
Return to "① Start Phase."

In case of equal [SS Values]

If multiple allies (PC side) have equal【SS Value】, players should consult and decide who becomes the [Action Character].

If the【SS Value】of enemies and allies are equal, allies (PC side) become the [Action Characters] first.

When everyone have completed their actions

If all characters are [Acted], proceed to [④ End Phase].

③ Action Phase

In the [Action Phase], the [Action Character] performs actions such as attacks and support.

The [Action Phase] consists of [Movement Timing], [Preparation Timing], and [Attack Timing] performed in sequence. These timings can be skipped (take no action), but the order cannot be changed.

Movement Timing

In the [Movement Timing], the [Action Character] performs [Movement] within the [Battle Space].

[Movement] refers to the act of "moving the character to an adjacent square" (diagonal squares cannot be moved to). There are several types of [Movement].

Basic Movement

The [Action Character] can perform [Movement] up to a maximum of 【Movement Value】 times. [Collisions] (P121) cannot occur during [Basic Movement].

Full Movement

The [Action Character] can perform [Movement] up to 【Movement Value】 + 1 times.

If [Full Movement] is performed, the next [Preparation Timing] is automatically skipped. [Collisions] cannot occur during [Full Movement].

Special Movement

Certain [Effects] triggered by 〈Special Technique〉 or 〈Armament〉 also involve [Movement]. The number of times [Movement] can be performed through these is specified by the [Effect]. For example, if it's written as "Perform movement with a 【Movement Value】 of 3," you can perform [Movement] up to 3 times. Additionally, some [Effects] allow [Movement] even for characters other than the [Action Character]. However, please note that the 【Movement Value】 specified by these [Effects] does not have the [your [Move Value] + n (-n)] (where n is a number) applied.

Halt Movement

Regardless of the type, a character's [Movement] is carried out one square at a time. During repetitions, each character can choose to halt the [Movement] before reaching the number of times specified by 【Movement Value】 or [Effect].

Preparation Timing

In the [Preparation Timing], the [Action Character] performs supplementary actions.

The [Action Character] chooses one from either 〈Special Technique〉 or a 〈Armament〉 with the description "By consuming Preparation Timing" to use.

Increasing Preparation Timing

Through effects such as 〈Special Technique〉 or 〈Armament〉, the number of [Preparation Timings] can be increased. If the number of [Preparation Timings] itself increases, you can specify 〈Special Technique〉 or 〈Armament〉 for the increased number of times. The processing of [Effects] is carried out one by one.

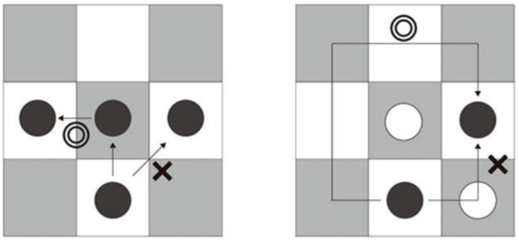
Attack Timing

In the [Attack Timing], the [Action Character] performs attacks or support action.

Using Armaments

During [Attack Timing], one 〈Armament〉 of type [A] is used.

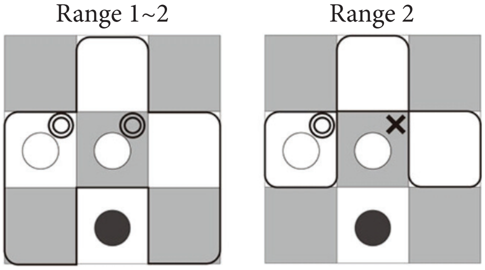
Character Movement



Movement is only possible to adjacent squares. When moving to a diagonal square, a 【Movement Value】 of 2 is required.

It is not possible to pass through a square occupied by another character.

Armanent Range



Range 1~2

If the range has a span, characters within that range can be selected as targets for an attack.

Range 2

If the range does not have a span, only characters at the specified range can be selected as targets for an attack.

1: Selection and Declaration of Armament

The [Action Character] declares the use of a specific ⟨Armament⟩ and deals a card of the corresponding suit.

Right: ♠ Spades
Left: ♣ Clubs
Top: ♡ Hearts
Bottom: ♢ Diamonds

If there are no playing cards corresponding to the declared ⟨Armament⟩, return to the selection of ⟨Armament⟩.

2: Armament Attack and Effect Application

If the ⟨Armament⟩ being used has a [Power] value set, perform an [Armament Attack] (described later) against enemies. A ⟨Armament⟩ with [Power: -] has a supplementary effect. Don't perform an [Armament Attack] and immediately apply the content of the [Effect].

Additional Use

After performing a [Armament Attack] or applying an [Effect], if you have playing cards of the same value as those used for the ⟨Armament⟩ in your hand, you can use the ⟨Armament⟩ again by dealing those cards.

Example of Additional Use: If a player has "Club 5," "Heart 5" and "Diamond 7" in their hand and used the ⟨Left Armament⟩ with "Club 5", and further used the ⟨Top Armament⟩ with "Heart 5", they cannot perform an additional use with the remaining "Diamond 7" card, thus ending the [Action Phase].

Special Armaments and Additional Use

Some special ⟨Armament⟩, like ⟨Tackle⟩ (P93), can be used by dealing [any card] and can be incorporated into [Additional Use]. However, the rule of "cards of the same value" remains unchanged.

Additionally, ⟨Armament⟩ that can be used by dealing a "Joker," such as ⟨Cross Unison⟩ (P93), cannot be incorporated into [Additional Use].

Once all processing of effects including [Additional Use] for ⟨Armament⟩ is complete, the [Attack Timing] and [Action Phase] conclude.

[Action Character] becomes [Acted].

④ Ending Phase

In the [Ending Phase], prepare to conclude the current [Round] and start the next [Round]. When all characters participating in the [Combat] become [Acted], the [Ending Phase] begins.

Use of Special Techniques and Armaments

If any ⟨Special Techniques⟩ or ⟨Armaments⟩ are designated for use during the [Ending Phase], they are used at this time.

Refilling a Hand

All PLs can draw up to 2 cards from the deck to replenish their hands.

Afterward, the GM can draw up to [PC count × 2] cards to replenish their hand.

Please note that you cannot exceed the hand limit (10 cards for PLs, 15 cards for the GM).

Hand Exchange

All players can exchange 1 card with another player. Ensure that the number of cards in the hand does not increase or decrease.

Start of the Next Round

Once all processing in the [Ending Phase] is complete, return to the [① Start Phase] and continue [Round Progression].

End of Combat

If the [Victory Conditions] are met, the [Combat] ends.

If a PC is [Incapacitated] (P122), they are revived with 1【HP】and are no longer [Incapacitated].

Armament Attack

When the [Action Character] uses an ⟨Armament⟩ to attack an enemy, it's referred to as an [Armament Attack].

We will now explain the progression of an [Armament Attack].

Use of Armament

The [Action Character] declares the ⟨Armament⟩ they are using.

Checking Range

Each ⟨Armament⟩ has a [Range] value. The designated range is measured from the character's own square (0).

If a specific number is indicated, such as [Range: 2], it means only enemies that are that number of squares away can be targeted.

If a range with a range of values is indicated, like [Range: 2~3], it means enemies within that range of values can be targeted.

Target Selection

The [Action Character] chooses one character to attack from those within [Range]. This chosen character to attack is referred to as the [Target]. The term [Target] used in the [Effect] of an ⟨Armament⟩ refers to the character specified at this moment.

Quick Breath

The [Action Character] can perform an [Armament Attack] without determining a [Target], which allows them to receive only the [Effect] of the ⟨Armament⟩ without dealing damage to the enemy. This action is called [Quick Breath]. More details about [Quick Breath] are explained on P123.

Reaction Phase

The character chosen as the [Target] of an [Armament Attack] will perform a [Reaction Phase].

During the [Reaction Phase], they choose between [Emergency Evade] or [Use Armament].

Emergency Evade

In the [Reaction Phase], the character can evade the attack by discarding a number of cards from their hand equal to the [Evasion Cost] of the used ⟨Armament⟩. Unless specified otherwise, the character performing the [Emergency Evade] decides which cards to discard.

If the number of cards in their hand is less than the [Evasion Cost], they cannot perform an [Emergency Evade].

If an [Emergency Evade] is performed, the [Damage Calculation] does not occur. However, please note that some ⟨Armaments⟩ may still trigger [Additional Effects] even for characters who perform [Emergency Evade].

Use Armament

During the [Reaction Phase], the character can choose one ⟨Armament⟩ with the [Type: R] and declare its use. Afterwards, they need to submit a playing card of the corresponding suit from their hand.

⟨Armaments⟩ with [Type: R] can also be [Additional Used] (P119). However, please note that only ⟨Armaments⟩ with [Type: R] can be [Additional Used]. Some ⟨Armaments⟩ have instant [Effect] application, while others trigger [Effect] during [Damage Calculation].

Once the [Use of Armament] is complete, proceed to [Damage Calculation].

Skipping Reaction Phase

The character designated as the [Target] can choose to abandon the [Reaction Phase], immediately transitioning to [Damage Calculation].

Damage Calculation

Calculate the damage inflicted on the character designated as the [Target] of an [Armament Attack].

The [Action Character] should add the number written in the [Power] attribute of the used ⟨Armament⟩, along with any values that increase from ⟨Special Technique⟩ or other ⟨Armaments⟩. The sum of all these effects is referred to as the [Final Power].

If the character designated as the [Target] of an [Armament Attack] is using an ⟨Armament⟩ with an effect to "reduce damage" during the [Reaction Phase], subtract the specified value from the [Ultimate Power].

The value obtained after performing these calculations becomes the [Damage]. The minimum value of [Damage] is 0.

Subsequently, the character designated as the [Target] of the [Armament Attack] decreases their【HP】by the amount of [Damage]. If the【HP】becomes 0 as a result, the character becomes [Incapacitated] (P122).

Additional Effects

Certain ⟨Armaments⟩ not only deal damage but also trigger various [Additional Effects].

The conditions and content of the triggered [Effects] vary depending on each ⟨Armament⟩.

For those like ⟨Bind Anchor⟩ (P95) that state "[when the target takes damage]," receiving 1 or more points of damage becomes a condition for triggering [Additional Effects]. If [Damage Calculation] is skipped due to [Emergency Evade], or if the damage is 0, [Additional Effects] won't trigger.

Conversely, there are ⟨Armaments⟩ like ⟨Grazing Claw⟩ (P94) that deal damage to characters who skipped [Damage Calculation] using [Emergency Evade]. The [Action Character] should carefully review the [Effects] of the used ⟨Armamentss⟩.

If multiple characters' [Additional Effects] trigger after [Damage Calculation], they are resolved in the order of [Action Character] → [Target] characters.

Flow of Armament Attack

Using an Armament
Declare the Armament to be used

↓

Range Confirmation
Confirm the range of the Armament

↓

Target Selection
Choose a character within range as the target

↓

Reaction Phase
Use Emergency Evasion or "Type: R" Armaments

↓

Damage Calculation
Determine the damage dealt by calculating the final Power value

↓

Additional Effects
Apply the additional effects of the Armament

Other Combat Rules

We will explain detailed rules related to [Combat].

Turn

Some ⟨Special Techniques⟩ and ⟨Armaments⟩ have effects that last "for 1 turn." [Turn] represents the duration of an effect and lasts until all characters with the same【SS Value】as when the effect was triggered have become [Acted] until the next round.

For example, if a character with【SS Value】6 uses an effect that lasts "[for 1 turn]," the effect will continue until all characters with【SS Value】6 in the next round have become [Acted].

Note that even if a character's【SS Value】decreases due to some effect, the effect itself will disappear based on the original【SS Value】.

Collision

With movement effects from ⟨Special Techniques⟩, ⟨Armaments⟩, and others, it is possible to perform [Movement] to squares where characters already exist (except for [Basic

Movement] and [Full Movement]). If another character performs [Movement] to a square where a character already exists, a process called [Collision] occurs.

In the event of [Collision], both the character who performing [Movement] and the character who previously on the destination square immediately take 3 points of damage each.

Subsequently, the character performing [Movement] is returned to their original square.

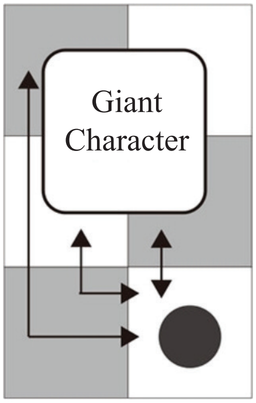
The number of [Movements] that can be performed due to the effects of ⟨Special Techniques⟩ or ⟨Armaments⟩ is specified in the [Effect]. For instance, if it is stated as "[Move 【Movement Value】 n Square," you can repeat [Movement] up to n times. This means you can perform consecutive [Collisions] up to n times.

Transfer

[Transfer] is a special character placement change caused by [Effects] from ⟨Special Technique⟩ or ⟨Armaments⟩.

A character affected by the "Transfer" effect is temporarily removed from the [Battle Space] and then placed back into the specified square according to the [Effect]. [Transfer] is not considered [Movement]. Hence, [Transfer] takes place even if the character is surrounded by other characters. If there are other characters on the specified square, a [Collision] occurs. After resolving the [Collision], the character returns to the square before the [Transfer].

Giant Character



When a [Giant Character] attacks or is attacked, it can establish the [Range] on any square it occupies.

In the case of the left illustration, [Armaments] with ranges of 1, 2, and 3 can be used against each other.

Giant Character

[Giant Character] is a rule used to represent characters with large bodies, including large Voids.

Characters designated as [Giant Characters] are explicitly mentioned as "This character (enemy) is a giant" in the data.

[Giant Characters] occupy a 2x2 square in the [Battle Space]. When conducting [Armament Attacks], the [Range] is calculated from any square the character occupies.

Conversely, when conducting [Armament Attacks] against [Giant Characters], any square within [Range] is a potential target.

However, note that [Giant Characters] are still individual characters. Even with [Armaments] capable of attacking multiple enemies, you can only target one character (you cannot designate multiple squares for multiple instances of damage).

Targeting Multiple Characters

Through effects such as ⟨Special Techniques⟩ or ⟨Armaments⟩, it is possible for a [Armaments Attack] to target multiple characters.

In this case, proceed with the processing of all [Targets]' [Reaction Phase] before moving on to [Damage Calculation].

Please note that the processing of the [Reaction Phase] in this case is sequential, not simultaneous. When conducting a [Armament Attack] targeting multiple PCs, decide the order freely through consultation among the PL. When targeting multiple NPCs, the GM should process them in any order. In the case of a [Armament Attack] targeting both PCs and NPCs, first process the [Reaction Phase] of PCs in the order determined through consultation among PL, and then process the [Reaction Phase] of NPCs in the order determined by the GM.

Incapacitation

When a character's【HP】reaches 0, they enter a state of [Incapacitated]. Incapacitated characters have all effects from ⟨Special Techniques⟩, ⟨Armaments⟩, and ⟨Wing Drive⟩ deactivated, and they are removed from the [Combat Map].

Incapacitated characters cannot participate in [Combat], and they also cannot become [Action

Characters], unless specifically stated otherwise. They also do not become the [Target] of ⟨Special Techniques⟩ or ⟨Armaments⟩, unless otherwise specified.

If a character is revived from [Incapacitation], they are placed in any square of the [Combat Space] with the [Action Used] marker.

Additionally, at the end of [Combat], PCs that were incapacitated will have their 【HP】 restored to 1 point and be revived from [Incapacitated].

Outage

At the end of [Combat], [Enemy] voids completely cease function without revival. However, if there are NPCs incorporated within, they will not suffer severe injuries or death.

Similarly, [Enemy] Dark Princesses lose their Dress Code and completely lose their combat abilities, but they do not suffer significant injuries or death.

However, winning a battle does not immediately free NPCs from the [Dark Precious Energy]. To save their hearts, [Precious Aid] (P29) is required.

Effects of Special Techniques and Armaments

Unless specified as "does not stack," effects from ⟨Special Techniques⟩ or ⟨Armaments⟩ generally stack, with exceptions.

Also, if a ⟨Special Technique⟩ or ⟨Armament⟩ says "choose one Armament," you can select one from the ⟨Armaments⟩ you have [Equipped] and apply the [Effect]. If the [Right] and [Left] have the same ⟨Armaments⟩ , they are treated as "different Armaments."

Quick Breath

[Quick Breath] is a combat technique that leverages the [Effect] of ⟨Armaments⟩ to create advantageous situations.

[Quick Breath] is executed during the [Attack Timing] of the [Action Phase]. The basic process is similar to [Armament Attacks], but instead of processing [Target Selection], [Reaction Phase], and [Damage Calculation], you only gain the [Effect] of the ⟨Armament⟩.

[Quick Breath] is treated as a [Armament Attack], so you can also benefit from effects triggered by conditions such as "[After a Attack using this Armament]"—similar to ⟨Axel Handgun⟩ (P96) or ⟨Seraphic Feather⟩ (P98).

However, the [Effect] is only applied to characters other than the [Target] or those that affect the [Combat Space]. Since there is no designated [Target], effects associated with attacks are not triggered.

For instance, if you use [Quick Breath] with ⟨Tackle⟩ (P93), you will only gain the effect "[Move with a 【Movement Value】 of 1]." By combining with [Additional Use] (P119) of ⟨Armaments⟩, you can narrow or widen the distance to the enemy and launch further attacks.

State of Armaments

⟨Armaments⟩ have two states: [Equipped] and [Held]. [Equipped] means the ⟨Armament⟩ is immediately prepared with Precious Energy and can be used, while [Held] means the ⟨Armament⟩ is stored and cannot be used right away.

⟨Armaments⟩ that can be used by a character during [Combat] or that activate [Effects] are only those in the [Equipped] state. ⟨Armaments⟩ in the [Held] state cannot be used or have [Effects] applied.

Variations

Some characters gain additional sets of Armaments known as [Variations] through [Special Functions] or ⟨Update Bonus⟩, such as [Additional Equipment]. In this case, at the start of [Combat], only the ⟨Armaments⟩ listed on the [Character Sheet] are in the [Equipped] state, while all ⟨Armaments⟩ from the [Variation] are in the [Held] state.

Characters with [Variations] can apply the effect "change equipped ⟨Armaments⟩" to change all ⟨Armaments⟩ in the [Equipped] state to the [Held] state and then change the specified ⟨Armaments⟩ from the [Variation] to the [Equipped] state. Please note that this change occurs simultaneously for all parts. For instance, you cannot exchange only the [Top] ⟨Armament⟩ or only the [Right] and [Left] ⟨Armaments⟩.

PvP

In "PW," situations may arise where PCs engage in combat against each other, such as friendly duels or tournaments among Princesses. This type of conflict between PCs is referred to as Player vs. Player (PvP). In the following, we'll explain how to conduct PvP and provide tips for an enjoyable experience.

How to Play PvP

PvP is typically conducted based on scenario instructions. However, the GM can also declare a PvP situation based on the session's circumstances and story, after confirming the intentions of the PLs.

The basic rules for PvP are the same as for Combat (P116). Pay attention to classifying PCs on opposing sides as [Allies] and [Enemies].

The [Victory Condition] usually involves "defeat of one team." However, specific conditions, such as a certain PC being [Incapacitated] or a specified number of rounds passing, might be set by the scenario.

For [Initial Placement], one team is placed on any square from a7 to h7 or from a8 to h8 (back 2 rows), while the other team is placed on any square from a1 to h1 or from a2 to h2 (front 2 rows). Arrange in order of lowest【SS Value】, draw cards from the deck and arrange in ascending order, or determine placement based on the order of losing in a rock-paper-scissors game.

If PCs have the same【SS Value】, compare values by drawing cards from the deck for each round. Rock-paper-scissors or coin toss can also be used. Each player has 7 cards in their hand, and the content is kept hidden from the [Enemies]. PC data is openly shared between PLs.

Mock Battles

Mock battles involve participants creating and bringing their own PCs to engage in PvP exclusively.

Mock battles can be played by 2 to 6 PLs without a GM (although an even number of players is recommended). Mock battles can be tailored to accommodate various player counts and timeframes, such as one-on-one duels or two-on-two tag battles.

When conducting mock battles, each participant prepares their own PC (P48). If using PCs that have grown through experience points, adjust the [Consumed Experience Points] of all participating PCs to be roughly equal.

Prepare the PCs and engage in PvP to determine the outcome. Mock battles generally lack a storyline, but incorporating PC actions and conversations during PvP or before/after battles can enhance the immersive experience.

Points to Note in PvP

When playing PvP, consider the following points:

Keep It in the Game World

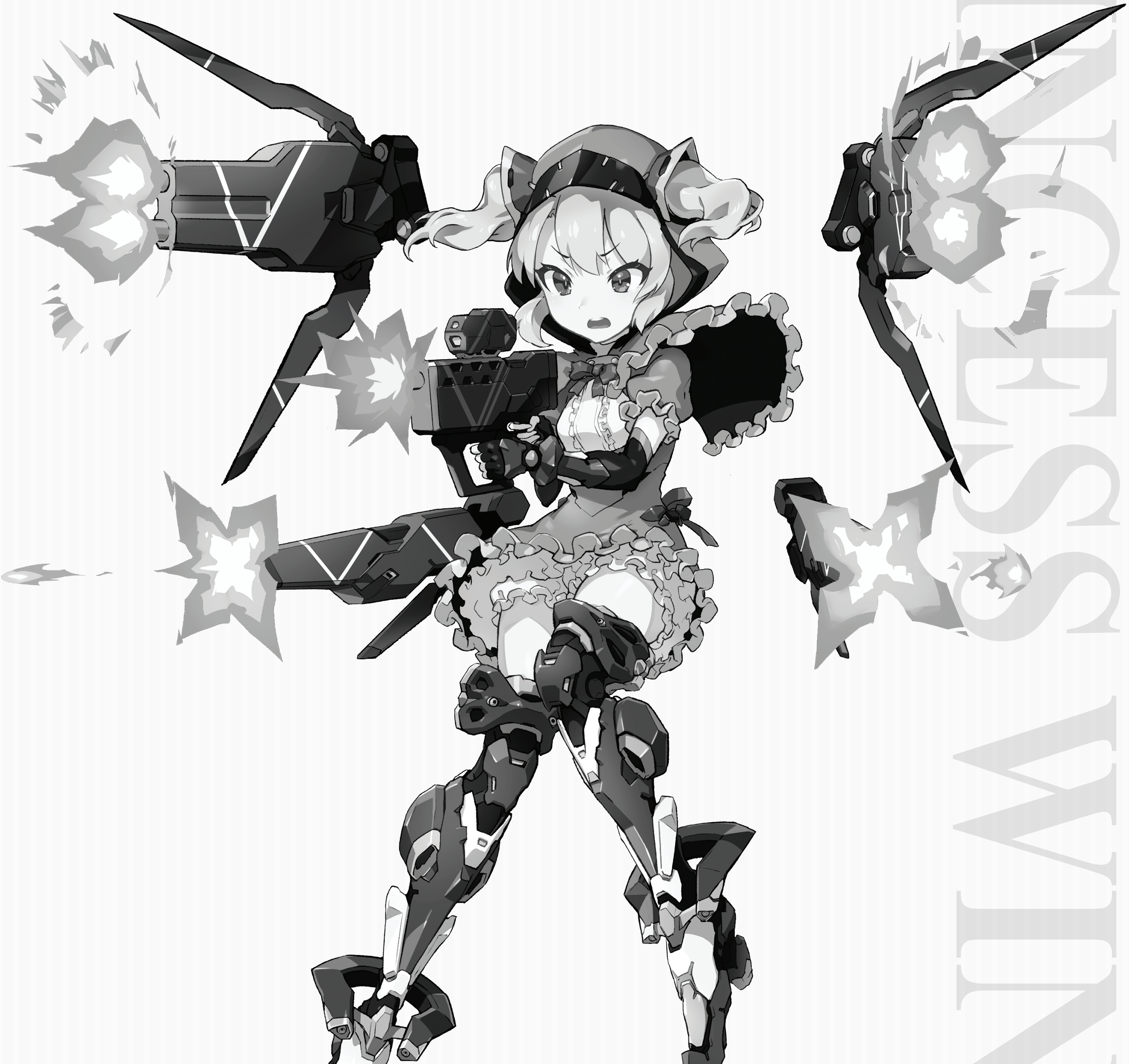
During PvP, PCs engage in combat seriously. Some PCs may become strongly attached to winning or deeply fear defeat. However, these reactions occur within the game world among the PCs and do not reflect the feelings of the players themselves. Thus, players should avoid bringing conflicts from the game world into the real world.

Notice about PvP in Pre-Play

PvP involves a unique session where PCs oppose each other. Enjoyment and stress can arise from PC conflicts and combat. Therefore, when playing a session that includes PvP, it's crucial that all participants understand and are in a state where they can enjoy PvP elements.

When planning a session that includes PvP, the GM should always inform the PLs during the pre-play stage that the session will feature PvP elements. If a PL is uncomfortable with PvP or does not want to engage in it, never force them to participate in a session that includes PvP.

GAME MASTER SECTION



GM Guide

In the sessions of "PW", one of the participants becomes the GM and is responsible for the overall progression of the game. The role of the GM includes not only advancing the scenario but also adjudicating rules and facilitating the session to make it smooth and enjoyable. Therefore, in a session, the GM is indispensable and plays a critically important role.

However, the GM role is not a "difficult role", a "very strict position", or something "only experts know-how". Even someone playing TRPG for the first time can take on the role of the GM. The GM allows one to experience the TRPG from a different perspective, and there is a unique joy to being the GM.

From here on, we will explain "tips for making sessions more enjoyable when being a GM in PW" and "things good to know to enjoy being a GM even more".

Scenario Preparation

A scenario refers to the text that describes the flow of the story, its depictions, and necessary data used in a session. Before starting a session, the GM needs to prepare a scenario. The scenario to be prepared can be a sample scenario listed in this book, a scenario published by others online, or one you've created yourself. However, for those GMing for the first time, it's recommended to use the sample scenario provided in this book. If you want to create your own scenario, there are instructions on how to do so on page 128. Please refer to that.

Rule Adjudication

One of the GM's roles is to adjudicate rules during the session. Basically, when playing "PW", you'll play based on the various rules described in this book. However, sometimes situations arise where you can't handle them using only the rules in the book, or using and creating house rules might make the session more enjoyable. In such cases, the GM can modify the rules or make judgements in scenarios where the rules alone aren't clear, but always with the consent of the players.

The session is conducted in a way "for all participants to enjoy." For that purpose, in other words, to make it enjoyable for all participants, the GM can change or decide the rules.

Session Facilitator

The GM acts as the facilitator in the session. From Pre-play to Main play, and then to After-play, the GM leads and advances the session.

Scenarios describe the settings, NPC Dialogs, and portrayal. When advancing the scenario, the GM reads these out loud to help PLs visualize the scene. Even if some content isn't described in the scenario, the GM can add various Scenes or Dialogs to make the session more enjoyable. Through improvisation, the role-play and portrayal can be made more engaging.

Also, GMs should be careful not to read all the Scenes and Dialogs from the scenario at once. Especially when delivering NPC Dialogs, take a breath between lines and check if the PLs are reacting or trying to intervene.

At this time, you can directly ask the PLs questions like, "The NPC says this. How do you respond?" or "How do you react to this NPC action?"

The GM should not merely read out text and Dialog. Be conscious of sharing the narrative situation with the players and aim to collaboratively craft the story with all participants.

The GM's Role in Combat

In "PW", combat will always occur at least once during a scenario. When combat, please conduct it according to the combat rules.

In "PW" combat, the GM's goal is not "to beat the PLs". As the overall goal of the session is "for all participants to have fun," the purpose of combat is strictly "the battle is enjoyable for all participants." Therefore, the GM will consider how the PL can have an enjoyably win in the battle. However, not only the PL should enjoy; the GM should also proceed in a way that maximizes their enjoyment of the battle.

So, how can all participants enjoy the battle? One guideline is "to collaboratively create cool combat scenes." It's not just about the PCs winning the combat, but how the PCs move stylishly, perform cool attack, deliver cool lines, etc. The battle should be crafted in a way that "all participants can feel its coolness."

To create such battles, the GM needs to consider how threatening they should make the enemy appear, how to give PCs opportunities to deliver lines, and various other factors. However, you don't need to overthink it. Also, instead of just the GM thinking, discussing with all PLs and collaboratively deciding on the battle scenes can be an effective approach.

Handling Enemies

During the session, the GM manages the enemy data, and the GM decides the actions of the enemies. The GM can decide the enemy's actions as they like according to the situation, but avoid behaviors like concentrating attacks on a specific PC when other attackable PCs are present, or unnecessarily prolonging the battle.

Customizing Enemy Data

The GM can freely customize the enemy data according to the scenario. For instance, you can increase or decrease base attributes, or freely modify the contents of ⟨Special Technique⟩ or ⟨Armaments⟩. However, when creating original ⟨Special Techniques⟩ or ⟨Armaments⟩, please refer to the enemy data listed in this book and adjust according to the number of PCs and their data.

Play Styles

When conducting a session, the GM can choose between two play styles: "Mono Play" and "Campaign Play."

Mono Play

Mono Play is a play style where a story is completed in a single session. This play style is recommended for TRPG conventions or playing with strangers.

However, if after the session ends, there seems to be a continuation of the story, or if all participants wish, you can switch to Campaign Play and play the continuation of the scenario.

Campaign Play

Campaign Play is a play style where you play multiple scenarios related to a single story. This play style is recommended for casual plays with acquaintances or friends.

Scenario Creation Guide

A scenario is indispensable for progressing a session. From here, we will explain the procedures and key points for creating an original scenario. Note that the content to be explained is just a guide, and it's not something you absolutely have to follow.

Scenario Tropes

There are various Tropes of scenarios in "PW". When creating a scenario, it's good to decide what kind of Trope your scenario will be based on before starting. Here, we will introduce some classic Tropes in "PW" scenarios. If you are creating a scenario for the first time, please use this as a reference.

Brainwash NPCs

This scenario involves a Queen Void bringing out the negative emotions of an NPC (like a PC's friend or acquaintance), which generates dark precious energy, leading to an incident.

In this scenario Trope, the focus is on what kind of troubles or incidents cause the NPC to generate dark precious energy and the relationship between the PCs and the NPC.

For example, you can consider scenarios where an NPC, opposed or forbidden by their parents about their dreams or future aspirations, struggles and generates dark precious energy, or scenarios where a best friend or family member has a conflict, which gives birth to the dark precious energy.

Special Voids

This scenario centers around battles with powerful Voids that possess unique abilities or battles with Voids under special circumstances. For instance, scenarios can involve stopping a powerful giant Void that has appeared on Earth, or destroying a massive Void nest built outside the Celestial Sphere.

The focus in this scenario Trope is how to plan and execute a strategy to defeat the powerful Void. Examples of special Voids include those that can't be perceived due to certain conditions or abilities, or Voids with an absolute defensive power that neutralizes any attack. Therefore, the scenario will require developments that neutralize such abilities or find their weaknesses.

Everyday Life and the Unusual

Scenarios centered on the peaceful everyday lives of the PCs and the unusual events that disrupt them.

For example, scenarios where PCs are enjoying a beach outing and suddenly a giant Void appears near the coast which they have to deal with, or where PCs visiting an amusement park get caught up in a Queen Void conspiracy taking place there. In such scenarios, the focus is on how the PCs' daily lives are portrayed and how they protect that everyday life.

Writing the Scenario

Once the theme is decided, let's start writing the scenario. In "PW" scenarios, Scenes for the Introduction Part, Investigation Part, Combat Part, and Ending Part are required. We will explain how to write each part from here.

Introduction Part

This part introduces the scenario and consists of two phases: [PC's Everyday Life] and [Beginning of the Story]. Among them, [PC's Everyday Life] is where the player decides the situation freely, so it's basically not written in the scenario.

In [Beginning of the Story], you write the introduction that leads to the central event of the scenario and gets the PCs involved in the incident. It's a good idea to introduce important NPCs in the scenario at this stage and get them involved with the PCs.

Investigation Part

In the Investigation Part, the PCs conduct investigations related to the events that occurred during the [Beginning of the Story] in the Introduction Part. Generally, the progression of the Investigation Part is all determined by the rules. Therefore, the only thing that needs to be mentioned in the scenario is the [Information Items].

Information Items

These are a compilation of the details of the information that the PCs will be investigating. You can set any number of items you like, but ideally, 2-3 items should be sufficient for smooth progression of the scenario.

An Information Item consists of the following four components.

① Name

The name of that particular Information Item. It's good to choose a name that will make the players want to investigate it.

② Required Tags Point

The number of tags required to disclose the content of that Information Item. Generally, it is recommended to set it as [Number of PCs - 1]. However, depending on the content, you can adjust the difficulty by increasing or decreasing this number.

③ Information Revealed

The content of the information conveyed to the players once it is disclosed. It shouldn’t be too lengthy, ideally around 200 characters.

④ Acquired Tags

Scenario tags that the players will acquire once the information is revealed. It's recommended to set tags summarizing the information the PCs have learned or with the assumption that it will be used in the "Precious Aid".

Combat Part

The Combat Part consists of two stages: [Catastrophe] and [Princess's Sortie].

In [Catastrophe], typically, the Queen Void produces the Dark Precious Energy, leading to the appearance of the Void. The PCs do not participate here; you should mainly focus on presenting the Queen Void, who plays the antagonist role. In [Princess's Sortie], before the PCs and the enemy engage, you depict the scene and describe the enemy. It's a good idea to provide more Dialogs and descriptions of the antagonistic NPCs so that the PCs can engage in a conversation with them.

Furthermore, you need to include [Enemy Data] in the scenario, which describes the antagonist NPCs. For creating Enemy Data, please refer to page P140.

During combat, generally, Mob Enemies should appear in the same number as the PCs, while Boss Enemies should be limited to just one.

Ending Part

The Ending Part consists of two stages: [Precious Aid] and [Story Conclusion].

In [Precious Aid], you interact with the NPC central to the incident and depict a scene of saving their heart. Here, you need to include the [Dark Heart] in the scenario.

Dark Heart

The Dark Heart is a compilation of the essential information the PCs need to resolve the incident.

The Dark Heart is composed of:

① Name

The name of that Dark Heart.

② Required Tags Point

The number of tags required to resolve that Dark Heart. It's typically recommended to set it equal to the number of PCs.

Story Conclusion

In the Story Conclusion], you depict the conclusion of the incident and any events that might happen in the days following.

Enemy Data

Here, we introduce the NPCs, [Enemies], who will stand in the way of the PCs in "PW".

Enemy Data

There are two types of [Enemies]: [Boss Enemies] who form the core of the combat power, and [Mob Enemies] who serve as their protectors. The data for both types of [Enemies] is disclosed to the PLs at the beginning of the [Combat]. However, for data labeled with 〈Dark Drive〉, it should remain undisclosed at the start of [Combat], and only be revealed when its specific effects are utilized.

The enemy data consists of the following items:

Enemy Name

The name of the enemy.

Enemy Type

The type of the enemy. For Voids, the type of Void is stated, and for Dark Princesses, it's labeled as Dark Princess.

Basic attribute

These are the basic ability values of the enemy. The enemy's basic ability values include: 【Max HP】, 【Max TP】, 【SS Value】, and 【Movement Value】.

【Max HP】 (Hit Points) represents the enemy's health. Once it reaches 0, the enemy becomes incapacitated and withdraws from the battle.

【Max TP】 (Technique Points) indicates the enemy's technical power. It is consumed when the enemy uses 〈Special Techniques〉.

【SS Value】 (Strike Speed) represents the action value of the enemy. The order of actions in combat is determined by this value in descending order.

【Movement Value】 indicates the number of squares the enemy can move during their movement timing.

All these values have a minimum of 0.

Special Techniques

These are the 〈Special Techniques〉 that the enemy possesses. 〈Special Techniques〉 are used during the enemy's preparation timing. However, there are enemies that do not have any 〈Special Techniques〉.

Dark Drive

〈Dark Drive〉 is like a special move that Voids and Dark Princesses activate by releasing dark precious energy. Among the enemy data, only 〈Dark Drive〉 remains undisclosed to the PLs during the session until its effects are used. One 〈Dark Drive〉 can be activated only once per scenario at the timing specified by that 〈Dark Drive〉.

Special Function

In the case of the Dark Princess, she can use the special feature of the 〈Princess Core〉. Therefore, the enemy data for Dark Princesses includes an item called 〈Princess Core〉.

This section lists the special features that the enemy can utilize.

Armament

This refers to the 〈Armament〉 that the enemy is equipped with. Note that all enemies are always equipped with 〈Tackle〉, and all boss enemies are equipped with 〈Chaotic Moon〉.

Description

This section describes the appearance and characteristics of the enemy.

Sample Enemy

We will describe the data for Voids and Dark Princesses, who are enemies of the Princess. For guidance on how to view each item, please refer to P130.

Chaos Magician

Mob

Type: Witch

HP: 15 **TP: -**

SS: 3 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Thunderstorm (A/5/3~4/2)**

Target that receives damage from this Armament has its Collision damage increased by +2 for 1 turn.

♣ Left: Ice Ball (A/5/3~4/3)

None

♡ **Top: Turbulence (A/0/0/0)**

Draw 1 card from discard pile and add it to your hand (no Joker).

◊ **Bottom: Kick Blast (A/6/1/2)**

Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

A medium-sized, humanoid Void wearing a hat resembling a magician's hat. It stands about 2 meters tall and walks upright like a human. It swiftly moves around the battlefield, releasing lightning strikes from the branch-like weapons.

Shadow Wizard

Mob

Type: Witch

HP: 20 **TP: -**

SS: 5 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Advanced Flare (A/5/3~4/2)**

Upon damaged, draw 1 card from target hand and add it to your hand.

♣ **Left: Icicle Bolt (A/5/3~4/2)**

Target that receives damage from this Armament has its Emergency Cost increased by +1 for 1 turn.

♡ **Top: Sequence (A/0/0/0)**

Draw 3 card and reveal it to everyone, keep 1 and discard 2."

◊ **Bottom: Healing Square (A/0/0/0)**

Choose any 2×2 squares. Restore 5 HP to all Allies within those squares.

A medium-sized Void with the silhouette of a person in a black robe. It stands about 2 meters tall and walks upright like a human. Equipped with advanced heat vents and cooling mechanisms, it can unleash attacks of various attributes depending on the situation.

Nightmare Sorcerer

Mob

Type: Witch

HP: 10 **TP: -**

SS: 7 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Fireball (A/10/3~4/1)**

None

♣ **Left: Advanced Flare (A/5/3~4/2)**

Upon damaged, draw 1 card from target hand and add it to your hand.

♡ **Top: Weapon Linker (P/0/0/0)**

Add +1 to Power all Armament equipped by Boss Enemies.

◊ **Bottom: Grand Progress (A/0/0/0)**

Increase +2 to Power of all Ally's Armament for 1 turn.

A medium-sized, humanoid Void wearing a pointed hat-like part. It stands about 2 meters tall and walks upright like a human. It has flamethrower attached to both arms, capable of engulfing the battlefield in flames even with just one unit.

Assault Lupus

Mob

Type: Witch
HP: 15 **TP: -**
SS: 5 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Claw (A/8/1/2)
Before selecting targets, you can move 1 square.

♣ Left: Beam Claw (A/8/1/2)
Before selecting targets, you can move 1 square.

♡ Top: Boost Linker (A/0/0/0)
Draw 2 card and add to your hand.

♢ Bottom: Energy Linker (A/0/0/0)
Restore 7 HP to an Ally.

A white-colored, medium-sized wolf-like Void. It measures around 3 meters in length and moves on all fours. It attacks fiercely with energy claw-like appendages.

Snake Serpent

Mob

Type: Witch
HP: 20 **TP: -**
SS: 4 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Charge Shield (R/0/0/0)
Upon use, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

♣ Left: Charge Shield (R/0/0/0)
Upon use, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

♡ Top: Beam Fang (A/7/1/2)
This Armament's damage calculation can't be reduced.

♢ Bottom: Tail Swing (A/6/1~2/2)
Before selecting targets, you can move 2 squares.

A green-colored, medium-sized snake-like Void. It's approximately 4 meters long and moves by wriggling its snake-like body. It can envelop its entire body in a barrier that absorbs attacks, using the stored energy to launch attacks with energy fang-shaped blade and a tail, mace-like weapon.

Badra Coslana

Mob

Type: Witch
HP: 20 **TP: -**
SS: 2 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Whip (A/5/1~2/2)
Upon damage by this Armament, -1 to target's 【Movement Value】 for 1 turn.

♣ Left: Beam Whip (A/5/1~2/2)
Upon damage by this Armament, -1 to target's 【Movement Value】 for 1 turn.

♡ Top: Shield Linker (P/0/0/0)
Reduce -1 to damage toward all Boss Enemies.

♢ Bottom: Kick Blast (A/6/1/2)
Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

A green-colored, medium-sized frog-like Void. It's about 3 meters in length and moves by hopping on its legs. It can form a tongue-like energy whip that can restrain enemies.

Pisces Luipa

Mob

Type: Witch
HP: 10 **TP: -**
SS: 7 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Needle (A/5/1/2)
Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

♣ Left: Beam Needle (A/5/1/2)
Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

♡ Top: Boost Linker (A/0/0/0)
Draw 2 card and add to your hand.

♢ Bottom: Thrust Linker (P/0/0/0)
At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A blue-colored, medium-sized fish-like Void. It's around 2 meters long and moves through the air as if swimming. With swift movements, it dives into enemy and launches attacks with energy spine from its body.

Thorn Knight

Mob

Type: Noble
HP: 20 **TP: -**
SS: 6 **Move: 1**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Beam Whip (A/5/1~2/2)**
Upon damaged by this Armament, -1 to target's 【Movement Value】 for 1 turn.

♣ **Left: Beam Sword (A/9/1~2/2)**
None

♡ **Top: Weapon Linker (P/0/0/0)**
Add +1 to Power all Armament equipped by Boss Enemies.

◊ **Bottom: Thrust Linker (P/0/0/0)**
At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A rose-shaped, medium-sized Void composed of red petal and green stem body parts. It's about 5 meters tall and moves using its stem. The stem section can create energy swords and daggers, suitable for close combat.

Trump Soldier

Mob

Type: Noble
HP: 15 **TP: -**
SS: 7 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Charge Shield (R/0/0/0)**
Upon use, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

♣ **Left: Beam Sword (A/9/1~2/2)**
None

♡ **Top: Weapon Linker (P/0/0/0)**
Add +1 to Power all Armament equipped by Boss Enemies.

◊ **Bottom: Energy Linker (A/0/0/0)**
Restore 7 HP to an Ally.

A medium-sized Void resembling a red-colored worker bee. It's about 2 meters in length and moves by hovering. Its main weapons consist of a square shield and energy sword, suitable for close combat. It often forms groups together with larger Voids.

Poison Apple

Mob

Type: Noble
HP: 10 **TP: -**
SS: 6 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Beam Spin (A/5/1/2)**
Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

♣ **Left: Beam Spin (A/5/1/2)**
Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

♡ **Top: Beam Horn (A/9/1/2)**
Upon use, you may discard 1 card from your hand to increase Power of this Armament by +3, and its Range to 1~2.

◊ **Bottom: Thrust Linker (P/0/0/0)**
At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A medium-sized Void with a spherical body resembling a purple apple. It has a diameter of around 2 meters and move by hovering. It can create energy blades around it body, and blade-like structures similar to apple stems from the top of its head, and perform close-range attacks while spinning.

Malicious Lady

Mob

Type: Noble
HP: 15 **TP: -**
SS: 4 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Beam Rifle (A/7/2~4/2)**
None

♣ **Left: Beam Rifle (A/7/2~4/2)**
None

♡ **Top: Beam Fang (A/7/1/2)**
This Armament's damage calculaion can't be reduce.

◊ **Bottom: Damage Linker (P/0/0/0)**
When a Boss Enemy takes damage, the character equipped with this Armament can choose to take up to 5 points of that damage instead.

A medium-sized Void resembling a black woman from head to toe. It's about 2 meters in length and moves using six legs. It often move in group to protect larger Voids. It often forms groups together with Tremaine Voids.

Scarlet Heel

Mob

Type: Architect
HP: 15 **TP: -**
SS: 3 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Needle (A/5/1/2)
Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

♣ Left: Beam Cannon (A/5/3~5/2)
Draw 1 card and add to your hand.

♡ Top: Weapon Linker (P/0/0/0)
Add +1 to Power all Armament equipped by Boss Enemies.

♢ Bottom: Kick Blast (A/6/1/2)
Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

A medium-sized Void with body resembling a high heels. It's around 2 meters in length and moves by hovering. It capable in close-combat and its charges can easily send a Princesses flying.

Dancing Sword

Mob

Type: Architect
HP: 20 **TP: -**
SS: 2 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Sword (A/9/1~2/2)
None

♣ Left: Beam Sword (A/9/1~2/2)
None

♡ Top: Turbulence (A/0/0/0)
Draw 1 card from discard pile and add it to your hand (no Joker).

♢ Bottom: Grand Progress (A/0/0/0)
Increase +2 to Power of all Ally's Armament for 1 turn.

A medium-sized Void with a sword-like body. It's approximately 2 meters in length and moves while spinning. It can envelop its entire body in energy and fly around the battlefield at high speeds.

Brutal Hat

Mob

Type: Architect
HP: 10 **TP: -**
SS: 6 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Super Vulcan (A/9/3~5/3)
During damage calculation, the target can discard x card from their hand to reduce the damage by [Discarded card x 3].

♣ Left: Beam Spin (A/5/1/2)
Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

♡ Top: Boost Linker (A/0/0/0)
Draw 2 card and add to your hand.

♢ Bottom: Thrust Linker (P/0/0/0)
At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A medium-sized Void with a body resembling a hat round brim. It's about 2 meters in length and moves by hovering. It's equipped with a rapid-firing Vulcan cannon that can shoot in all directions while spinning.

Little Guardian

Mob

Type: Architect
HP: 10 **TP: -**
SS: 7 **Move: 3**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Super Bazooka (A/8/4~5/1)
Upon damaged by this Armament, you can move target to anywhere in 1 square.

♣ Left: Beam Cannon (A/5/3~5/2)
Draw 1 card and add to your hand.

♡ Top: Boost Linker (A/0/0/0)
Draw 2 card and add to your hand.

♢ Bottom: Energy Linker (A/0/0/0)
Restore 7 HP to an Ally.

A medium-sized Void with a body resembling a fighter jet. It's approximately 3 meters in length and can fly. When it locks onto a target, it unleashes attacks by firing missile and energy beams from both its right and left wings.

Tremaine Void - Queen of Envy

Boss

Type: Noble
HP: 90 (120) **TP: 20 (30)**
SS: 4 **Move: 2**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Acid Rain (3)
For 1 turn, whenever enemies perform an Emergency Evasion, they take 3 points of damage.

Queen of Catastrophe (5)
Reveal and discard 1 card from the deck. All Enemies must discard all cards of the same suit as the revealed card. Can be used once per Scenario.

Lightning Cloud (3)
All Enemies discard 1 card from their hand and add it to your hand. Can be used once per scenario.

Dark Drive (Timing)

Mirage Inferno (Before an Armament Attack)
Teleport yourself to a Square of your choice.

Imaginary Soleil (Action Phase)
You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ **Right: Venom Strike (A/13/2~4/2)**
Upon hit, reduce target Min/Max Range by -2 for 1 turn (Minimum 1).

♣ **Left: Poison Plume (/9/3~4/2)**
Upon hit, target must choose a card and give it to the user of this Armament.

♡ **Top: Reflection Bit (R/0/0/0)**
Upon use, discard 1 card, and dealt damage equal to the value of the discarded card toward the attacker (Joker = 13).

♢ **Bottom: Forbidden Apple Bomb (A/7/2~3/3)**
Upon damaged, all enemies within 1 square in all directions around that target also take the same amount of damage.

A white humanoid giant Void. Approximately 10 meters in length, walks upright like a human. It has a silhouette reminiscent of a female, characterized by the lower half of its body being covered in parts resembling a dress. Numerous mirror-like parts float around it, moving in sync with the main body for attacking and defending.

Nightingale Void - Witch of Change

Boss

Type: Witch
HP: 80 (110) **TP: 25 (35)**
SS: 4 **Move: 3**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Aeroblast (3)
Allows all characters within a 1-Square radius around you to move 4 Square in all directions. But you cannot make them Collisions with Enemies or other Characters. You choose the direction that they move.

Black Lagoon (5)
During this Action Phase, increase the power of all your Armaments by +4.

Spiral Chain (4)
During this Action Phase, when used cards for Additional Use Armament Attacks, you can used a card with value 1 greater or 1 less than the previously used card. Can be used once per Scenario.

Dark Drive (Timing)

Imperial Raid (Action Phase)
Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use ⟨Chaotic Moon⟩.

Mirage Inferno (Before an Armament Attack)
Teleport yourself to a Square of your choice. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ **Right: Immortal Saber (A/10/1~2/2)**
Upon use, you may discard 1 card from your hand to increase the Evasion Cost of this Armament by +2 for 1 turn.

♣ **Left: Demon's Spear (/9/2~3/2)**
Can attack twice with this Armament, on the second attack, +4 to Power and +1 to Evasion Cost.

♡ **Top: Scarlet World (A/0/0/0)**
Increase +1 to all enemies's Emergency Evasion cost for 1 turn.

♢ **Bottom: Giga Wall Bit (A/6/4~5/2)**
Upon use, till the end of your Action Phase, reduce all damage taken from Armament Attack by 3 point.

A giant humanoid Void with armor that combines in colorful patterns, resembling rose window. About 15 meters in length, stands upright like a human. It transform its body into various colors and launches tricky and unpredictable attacks.

Umugarna Void - Divine Beast of Wicked Poison **Boss**

Type: Beast
HP: 100 (130) **TP: 20 (30)**
SS: 3 **Move: 2**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Violence Roar (3)
Target all enemies, the cost required for the next Emergency Evasion is increased by +1 for each instance.
Diablo Scythe (4)
During this Action Phase, increase the Evasion Cost of a weapon you like by +2.
Secondary of the Dark Prison (6)
Choose a number. Add all cards with that chosen number from the discard pile to your hand. Can be used once per Scenario.

Dark Drive (Timing)

Blast of Infinity (Action Phase)
Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction.
Unbreakable Fortress (Reaction Phase)
During this action phase, reduce all damage you receive to 0. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.
Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.
♠ Right: Chaos Laser Cannon (A/15/3~6/3)
Until your next Action Phase, +1 to all enemies Emergency Evasion cost.
♣ Left: Venom Strike (/13/2~4/2)
Upon hit, reduce target Min/Max Range by -2 for 1 turn (Minimum 1).
♡ Top: Punishment Thunder (A/5/1~∞/2)
The Power of this Armament increases by [distance between you and the target x 2] points.
♢ Bottom: Somersault Tail (A/7/1~2/2)
Upon damaged, you can play one card from your hand and use an armament of Type A corresponding to the suit of that card to perform another Armament Attack. After the second attack, if you perform an Additional Use Armament Attack, you must play a card with the same number as the one used in this maneuver.

A serpentine giant Void made up of black and purple coiled body parts. Approximately 20 meters long, it moves by wriggling its body like a snake. Its head can spread out like a cobra and shoot a high-powered energy beam when expanded.

Wolfen Void - Divine Beast of Gale **Boss**

Type: Beast
HP: 70 (100) **TP: 25 (35)**
SS: 6 **Move: 3**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Violence Roar (3)
Target all enemies, the cost required for the next Emergency Evasion is increased by +1 for each instance.
Piercing Drive (2)
Choose a direction. Move in that direction until you Collide with another character or reach the edge of the Combat Space. Also, during Collisions caused by this effect, you won't take damage.
Spiral Chain (4)
During this Action Phase, when used cards for Additional Use Armament Attacks, you can used a card with value 1 greater or 1 less than the previously used card. Can be used once per Scenario.

Dark Drive (Timing)

Imaginary Soleil (Action Phase)
You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you.
Blast of Infinity (Action Phase)
Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.
Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.
♠ Right: Vanishing Claw (A/10/1~2/2)
Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.
♣ Left: Giga Side Blade (/15/1/2)
Upon hit, target will receive 3 damage at the end of each round for the duration of the battle. This effect does not stack.
♡ Top: Armored Fang (A/8/1~2/2)
Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.
♢ Bottom: Somersault Tail (A/7/1~2/2)
Upon damaged, you can play one card from your hand and use an armament of Type A corresponding to the suit of that card to perform another Armament Attack. After the second attack, if you perform an Additional Use Armament Attack, you must play a card with the same number as the one used in this maneuver.

A grey giant wolf-shaped Void. About 10 meters in length, moves on all fours. Equipped with large boosters and a posture control device, it can quickly dash around the battlefield.

Tremaine Void - Queen of Envy

Boss

Type: Noble
HP: 75 (105) **TP: 20 (30)**
SS: 6 **Move: 2**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Acid Rain (3)
For 1 turn, whenever enemies perform an Emergency Evasion, they take 3 points of damage.

Mirroring Prison (5)
Reveal and add 1 card from the deck to your hand. If that card is not Joker, Enemies cannot use Armament Attacks with cards of the same suit as that card for 1 turn. Can be used once per Scenario.

Rayfall Gate (2)
Teleport yourself to any empty Square. Can be used once per Scenario.

Dark Drive (Timing)

End of Nocturne (When Incapacitated)
When you become Incapacitated, recover 20 HP, and revive.

Imaginary Soleil (Action Phase)
You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Vanishing Claw (A/10/1~2/2)
Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♣ Left: Vanishing Claw (/10/1~2/2)
Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♡ Top: Servant Order (A/0/0/0)
For 1 turn, the power of all Armaments equipped by allies increases by +3.

◊ Bottom: Void Generator (A/0/0/0)
Can only use when there are 2 or fewer Mob enemies on the Combat Space. You can summon a new Mob enemy to any empty square on the combat space. Mob enemies summoned this way are considered to have already Acted. You cannot use Void Generator in the next Action Phase.

A blue giant queen ant-like Void. Roughly 15 meters long, crawls using its six legs. It can absorb metals around it and has the capability to produce small to medium-sized Voids within its body. Antennas mounted on its head can give commands to surrounding Voids.

Heart Void - Queen of the Heart

Boss

Type: Noble
HP: 60 (90) **TP: 30 (40)**
SS: 7 **Move: 1**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Queen of Catastrophe (5)
Reveal and discard 1 card from the deck. All Enemies must discard all cards of the same suit as the revealed card. Can be used once per Scenario.

Arcadia's Magna (3)
All Enemies draw 1 card. For 1 turn, all Allies receive a +3 bonus to the Power of the Armaments they use.

Call Void (4)
Can be used when there are no Mob Enemies on the Combat Map. Summon 2 new Mob Enemies to any 2 empty squares. Mob Enemies summoned by this effect are considered Acted. Can be used once per Scenario.

Dark Drive (Timing)

Imperial Raid (Action Phase)
Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use 〈Chaotic Moon〉.

End of Nocturne (When Incapacitated)
When you become Incapacitated, recover 20 HP, and revive. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Execute Blade (A/12/1~3/2)
Upon hit, increase target's Emergency Evasion cost by +2 for 1 turn.

♣ Left: Judgment Shooter (/9/3~5/2)
Can be use 4 time a Round.

♡ Top: Scarlet World (A/0/0/0)
Increase +1 to all enemies's Emergency Evasion cost for 1 turn.

◊ Bottom: Break End Bomb (A/0/0/0)
Upon damaged, choose 1 Ally, all enemies within 1 square in all directions around that ally take 10 damage. After that, the choosen Ally is incapacitated.

A red giant queen bee-shaped Void. About 15 meters in length, moves by hovering. It has a tendency to form swarms with the medium-sized worker bee-like Void named "Trump Soldier" and engages in combat with coordinated attacks. Its lower abdomen has a space to sxxtore small to medium-sized Voids.

Ark Void - Fortress of the Ark

Boss

Type: Architect
HP: 100 (130) **TP: 25 (35)**
SS: 0 **Move: 2**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Arcadia's Magna (3)
All Enemies draw 1 card. For 1 turn, all Allies receive a +3 bonus to the Power of the Armaments they use.

Mirroring Prison (5)
Reveal and add 1 card from the deck to your hand. If that card is not Joker, Enemies cannot use Armament Attacks with cards of the same suit as that card for 1 turn. Can be used once per Scenario.

Piercing Drive (2)
Choose a direction. Move in that direction until you Collide with another character or reach the edge of the Combat Space. Also, during Collisions caused by this effect, you won't take damage.

Dark Drive (Timing)

Unbreakable Fortress (Reaction Phase)
During this action phase, reduce all damage you receive to 0.

Imperial Raid (Action Phase)
Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use 〈Chaotic Moon〉. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Sneaking Snipe (A/10/3~7/0)
The Evasion Cost of this armament increases by [distance between you and the target ÷ 2] points (rounding up).

♣ Left: Galaxy Cannon (/20/3~6/2)
You cannot use this Armament in the next Action Phase.

♡ Top: Ignis Blazer (A/8/2~4/2)
Can target all enemies in Range.

◊ Bottom: Exceed Accelerate (A/0/0/0)
Upon use, you can move 3 Square. If you collide with an Enemy under this effect, Transfer that enemy into any empty Square on the Combat Map

A white giant Void in form of a ship. Approximately 20 meters long, moves by hovering above the ground. The top of the ship's body boasts long-range, high-power weapons capable of incinerating an entire city in one strike.

Gothel Void - Fortress of the Tower

Boss

Type: Architect
HP: 100 (130) **TP: 20 (30)**
SS: 2 **Move: 1**
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Lock-on Field (3)
During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

Aeroblast (3)
Allows all characters within a 1-Square radius around you to move 4 Square in all directions. But you cannot make them Collisions with Enemies or other Characters. You choose the direction that they move.

Secondary of the Dark Prison (6)
Choose a number. Add all cards with that chosen number from the discard pile to your hand. Can be used once per Scenario.

Dark Drive (Timing)

Unbreakable Fortress (Reaction Phase)
During this action phase, reduce all damage you receive to 0.

Blast of Infinity (Action Phase)
Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Hyper Gatling (A/15/4~5/3)
During damage calculation, the target can discard x card from their hand to reduce the damage by [Discarded card x 5].

♣ Left: Mega Cluster Missile (/6/3~4/3)
Upon damaged by this Armament, you can move target to anywhere in 3 square.

♡ Top: Punishment Thunder (A/5/1~∞/2)
The Power of this Armament increases by [distance between you and the target x 2] points.

◊ Bottom: Giga Wall Bit (A/6/4~5/2)
Upon use, till the end of your Action Phase, reduce all damage taken from Armament Attack by 3 point.

A giant Void in shape of a golden tower. About 20 meters in length, moves by hovering. It has a wide variety of long-range weapons and can accurately target enemies from any position. It also have barriers on its walls, offering very high defense, making it a troublesome opponent.

Dark Princess (Melee Type)

Dark Princess

Type: Dark Princess
HP: 80 (110) **TP: 25 (40)**
SS: 5 **Move: 3**
[Use the value inside ( ) when there are 3 PC or more]

Special Technique (TP Cost)

Enhance Armor (2)
During Action Phase, when Collide with an Enemy, you take no damage.

Overclock (3)
Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

Weapon Control (3)
Increase the Evasion cost of one of your chosen Armaments by +1 for 1 turn.

Special Function

Illumination
During combat, at any time, you can use of this Special Function. For 1 turn, the cost for Emergency Evasion is reduced by -1 (minimum 0). Additionally, while this effect is active, when you collide, the damage inflicted on enemies is increased by +3. Can be used once per Scenario.

Dark Drive (Timing)

Darkness Bind (Action Phase)
During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Strike Sword (A/7/1~2/2)
Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

♣ Left: Strike Sword (A/7/1~2/2)
Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

♡ Top: Fang Raiser (A/4/1~3/3)
Upon damaged by this Armament, increase collisions damage by +3 for 1 turn.

◊ Bottom: Adjunct Booster (P/0/0/0)
When collide, the enemy's damage from collision is increased by +2.

A Princess who brainwashed by the Queen Void. Specializes in close combat using sword-like weapons. Cloaked in the power of Darkness, she can unleash powerful and destructive charge attacks.

Dark Princess (Range Type)

Dark Princess

Type: Dark Princess
HP: 70 (100) **TP: 30 (45)**
SS: 7 **Move: 3**
[Use the value inside ( ) when there are 3 PC or more]

Special Technique (TP Cost)

Charge Shot (1)
Increase the Power of one chosen Armament by +3 for 1 turn.

Overclock (3)
Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

Multi-lock (3)
Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.

Special Function

Hyper Flame Launcher
During combat, at any time, select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all enemies in the chosen direction. Can be used once per scenario.

Dark Drive (Timing)

Darkness Bind (Action Phase)
During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Hellblast Magnum (A/11/3~4/3)
Upon use, discard 1 card from your hand.

♣ Left: Blazing Cannon (A/8/4~6/2)
Cannot reduce damage cause by this Armament.

♡ Top: Double Barrel Wing (A/6/4~5/2)
Upon use, you can discard 1 card from your hand to perform another Armament Attack with this Armament. This effect can be activited once per Action Phase.

◊ Bottom: Grenade Bit (A/4/3~5/3)
Upon damaged by this Armament, -2 to target's 【Movement Value】 for 1 turn.

A Princess who brainwashed by the Queen Void. Excels in long-range combat using gun-type weaponry. Through the Princess Core of the Match-Seller, she can unleash dark precious energy all at once to scorch the battlefield.

Creating Enemies

From this point on, we will explain the steps for scenario creators to make their original [Enemies].

Process to Create Mob Enemies

Here, we will explain the steps to create Mob Enemies.

① Enemy Type

Decide the type of the enemy. In the case of Void, if it's humanoid, it becomes a [Witch]; if beast-type, then a [Beast]; if insect or plant-type, then [Noble]; if it resembles a man-made object, then [Architect].

② Calculate Basic Attribute

Determine the basic stats of the enemy. When it comes to the basic stats of the enemy, the creator is free to decide. However, ensure that the sum of【HP】+ (【SS Value】+【Movement Value】) x 5 is between 40-60 for balanced gameplay. Furthermore, setting【HP】between 10-20 would be advisable.

Mob Enemies do not use ⟨Special Techniques⟩, so【TP】will be set to 0.

③ Armaments

Decide the enemy's ⟨Armament⟩. Mob Enemies automatically acquire ⟨Tackle⟩ (P93) and then choose one armament for each of the four parts from the list on P144.

Process to Create Boss Enemies

The process for creating Boss Enemies differs between Void and Dark Princess. Here we will explain each.

Void Creation Steps

Void boss enemies are created using the following procedure.

① Enemy Type

Similar to Mob Enemies, decide the type of the enemy: [Witch] for humanoids, [Beast] for beasts, [Noble] for insect/plant types, and [Architect] for those resembling man-made objects.

② Enemy's Size

Decide whether the enemy is a giant character or not. If you opt for a giant character, the rules for giant characters apply. Please refer to P122 for details.

③ Calculate Basic Attribute

Again, determine the enemy's basic stats. The sum of【HP】+ (【SS Value】+【Movement Value】) x 5 should be between 130-150 if there are two PCs, and 170-190 if there are three PCs for balanced gameplay. Furthermore,【HP】should be set between 60-100 for 2 PCs, and add about +30 for 3 PCs.

④ Special Techniques

Decide on three ⟨Special Techniques⟩ for the enemy. The creator should select these from the list of enemy skills (P142).

⑤ Armaments

Decide the enemy's ⟨Armament⟩. Boss Enemies automatically acquire ⟨Tackle⟩ (P93) and ⟨Chaotic Moon⟩ (P141) and then choose one armament for each of the four parts from the list on P148.

⑥ Dark Drive

Decide the enemy's Dark Drive. The creator should choose their preferred Dark Drive from the Dark Drive list on P152. It is recommended to acquire a number of Dark Drives equal to [Number of PCs - 1].

Dark Princess Creation Steps

Dark Princess are created using the following procedure.

① Enemy Type

The enemy type will automatically be [Dark Princess].

② Princess Core

Choose the Princess Core that the enemy will equip. Like PC creation, there are 7 types of Princess Cores. The creator should select one from these. This will determine the basic abilities and special functions of the enemy.

③ Special Techniques

Decide on three ⟨Special Techniques⟩ for the enemy. The creator should select these from the list of Special Techniques (P88).

④ Armaments

Decide on the armaments for the enemy. The boss enemy will automatically acquire ⟨Tackle⟩ (P93) and ⟨Chaotic Moon⟩ (P141). In addition to these, select one ⟨Armament⟩ for each part from the Armament list on P92.

Also, depending on the type of ⟨Princess Core⟩, you may need to create a Variation sheet. If you have acquired a ⟨Princess Core⟩ that requires a Variation sheet, decide the ⟨Armaments⟩ in the same manner.

⑤ Dark Drive

Decide on the enemy's Dark Drive. The creator should select their preferred Dark Drive from the list on P152. It is recommended to acquire a number of Dark Drives equal to [Number of PCs - 2].

⑥ Strengthening the Enemy

The creator temporarily gains 15 Exp Points (or 30 if the enemy is made for a game with three PCs). These Exp Points can only be used for strengthening the enemy and will disappear if not used.

The Exp Points can be spent in the same manner as described for PC on page 114. If you are unsure about how to spend them, it's recommended to increase HP.

Upgrade Enemy Data

When PCs is too strong, you can create stronger Boss Enemies or Dark Princess by upgrading them. Here we will explain how to upgrade enemy data.

The upgrade is adjusted according to the average Exp Points spent by participating PCs.

For every 3 point increase in the average spent Exp Points, acquire one additional ⟨Special Techniques⟩, increase【Max HP】by +10, and【Max TP】by +5.

For every 5-point increase, acquire one additional ⟨Dark Drive⟩, add +3 to【SS Value】, add +1 to【Movement Value】, and add +3 to the power of all ⟨Armaments⟩.

Chaotic Moon

Auto

Type: A **Power: 10**
Range: 1~∞ **Evasion: Can't**

Effect: Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

An armament that releases contained Dark energy in all directions, annihilating any hostile presence.

Enemy Special Techniques

This data represents the combat techniques acquired by the enemy. For how to read each item, please refer to P88.

Acid Rain

Special Techique

TP Cost: 3

Effect: For 1 turn, whenever enemies perform an Emergency Evasion, they take 3 points of damage.

A special technique that scatters corrosive liquids to inhibit the enemy's movements.

Arcadia's Magna

Special Techique

TP Cost: 3

Effect: All Enemies draw 1 card. For 1 turn, all Allies receive a +3 bonus to the Power of the Armaments they use.

A special technique that generates gusts of wind around the unit, blowing away enemies in unison.

Violence Roar

Special Techique

TP Cost: 3

Effect: Target all enemies, the cost required for the next Emergency Evasion is increased by +1 for each instance.

A special technique that releases ultrasonic waves, disrupting the enemy's movements.

Aero Blast

Special Techique

TP Cost: 3

Effect: Allows all characters within a 1-Square radius around you to move 4 Square in all directions. But you cannot make them Collisions with Enemies or other Characters. You choose the direction that they move.

A special technique that generates gusts of wind around the unit, blowing away enemies in unison.

Queen of Catastrophe

Special Techique

TP Cost: 5

Effect: Reveal and discard 1 card from the deck. All Enemies must discard all cards of the same suit as the revealed card. Can be used once per Scenario.

A special technique that creates a powerful gravitational field, stopping the enemy's movements.

Call Void

Special Techique

TP Cost: 4

Effect: Can be used when there are no Mob Enemies on the Combat Map. Summon 2 new Mob Enemies to any 2 empty squares. Mob Enemies summoned by this effect are considered Acted. Ccan be used once per Scenario.

A special technique that summons small or medium Voids stored within the unit to appear on the battlefield.

Spiral Chain

Special Techique

TP Cost: 4

Effect: During this Action Phase, when used cards for Additional Use Armament Attacks, you can used a card with value 1 greater or 1 less than the previously used card. Can be used once per Scenario.

A special technique that concentrates dark Precious Energy into attack weaponry, enabling consecutive assaults.

Secret of the Dark Prison

Special Techique

TP Cost: 6
Effect: Choose a number. Add all cards with that chosen number from the discard pile to your hand. Can be used once per Scenario.

A special technique that absorbs the dark Precious Energy dispersed in the surroundings in an instant.

Diablo Strike

Special Techique

TP Cost: 4
Effect: During this Action Phase, increase the Evasion Cost of a weapon you like by +2.

A special technique that focuses dark Precious Energy into attack weaponry, enhancing the accuracy of strikes.

Piercing Drive

Special Techique

TP Cost: 2
Effect: Choose a direction. Move in that direction until you Collide with another character or reach the edge of the Combat Space. Also, during Collisions caused by this effect, you won't take damage.

A special technique that converts dark Precious Energy into propulsion, swiftly traversing the battlefield.

Black Lagoon

Special Techique

TP Cost: 5
Effect: During this Action Phase, increase the power of all your Armaments by +4.

A special technique that concentrates dark Precious Energy into attack weaponry, augmenting its power.

Mirroring Prison

Special Techique

TP Cost: 5
Effect: Reveal and add 1 card from the deck to your hand. If that card is not Joker, Enemies cannot use Armament Attacks with cards of the same suit as that card for 1 turn. Can be used once per Scenario.

A special technique that emits waves to disrupt the enemy's Precious Energy source.

Lightning Cloud

Special Techique

TP Cost: 3
Effect: All Enemies discard 1 card from their hand and add it to your hand. Can be used once per scenario.

A special technique that generates thunderclouds on the battlefield to obstruct the enemy's movements.

Rift Portal Gate

Special Techique

TP Cost: 2
Effect: Teleport yourself to any empty Square. Can be used once per Scenario.

A special technique that activates a simple teleportation device to perform instantaneous movement.

Lock-On Field

Special Techique

TP Cost: 3
Effect: During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

A special technique that simultaneously targets all enemies within sight.

Mob Enemy Armaments: Right & Left

This data represents the armaments that mob enemies can equip on their right arm (or right half of the body) and left arm (or left half of the body). For how to read each item, please refer to P92.

Beam Whip

Right - Left

Type: A **Power: 5**
Range: 1~2 **Evasion: 2**

Effect: Upon damaged by this Armament, -1 to target's【Movement Value】for 1 turn.

A armament that unleashes a powerful voltage upon anything it touches, constructed from rays of emitting energy.

Beam Claw

Right - Left

Type: A **Power: 8**
Range: 1 **Evasion: 2**

Effect: Before selecting targets, you can move 1 Square.

A hooked armament shaped by energy blades. Comes equipped with a propulsion system that assists in movement.

Beam Spin

Right - Left

Type: A **Power: 5**
Range: 1 **Evasion: 2**

Effect: Target that receives damage from this Armament must choose 1 card from their hand randomly and discard it.

An armament where energy blades extend directly from the body and spins to attack. Often equipped by Void units without arms.

Beam Sword

Right - Left

Type: A **Power: 9**
Range: 1~2 **Evasion: 2**

Effect: -

An energy blades. It's a standard armament for Void units with arms.

Beam Needle

Right - Left

Type: A **Power: 5**
Range: 1 **Evasion: 2**

Effect: Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

An armament composed of energy blades arranged in a thorn-like pattern. The thorns have ability to weakens the Princess's Precious Protect.

Icicle Bolt

Right - Left

Type: A **Power: 5**
Range: 3~4 **Evasion: 2**

Effect: Target that receives damage from this Armament has its Emergency Cost increased by +1 for 1 turn.

An armament with an advanced cooling mechanism, capable of freezing any object in an instant.

Ice Ball

Right - Left

Type: A **Power: 5**
Range: 3~4 **Evasion: 3**

Effect: -

An armament that shoots ice spheres generated through a cooling mechanism. It has an extremely fast firing rate.

Advanced Flare

Right - Left

Type: A **Power: 5**
Range: 3~4 **Evasion: 2**

Effect: Upon damaged, draw 1 card from target hand and add it to your hand.

Originally a heat vent, this armament evolved into a flamethrower. Possesses the power to char any object in an instant.

Super Bazooka

Right - Left

Type: A **Power: 8**
Range: 4~5 **Evasion: 1**

Effect: Upon damaged by this Armament, you can move target to anywhere in 1 square.

A bazooka that launches rocket projectiles. While the launch speed is slow, the resulting explosion is powerful, sending its victims flying mercilessly.

Beam Cannon

Right - Left

Type: A **Power: 5**
Range: 3~5 **Evasion: 2**

Effect: Draw 1 card and add to your hand.

A energy cannon. Extremely energy-efficient, allowing for attacks with minimal energy expenditure.

Fireball

Right - Left

Type: A **Power: 10**
Range: 3~4 **Evasion: 1**

Effect: -

An armament that launches fireballs using a heat dissipation mechanism. Though it has a slow firing rate, its firepower is exceptionally high.

Thunderstorm

Right - Left

Type: A **Power: 5**
Range: 3~4 **Evasion: 2**

Effect: Target that receives damage from this Armament has its Collision damage increased by +2 for 1 turn.

An armament that releases powerful lightning strike from its barrel. The electrical discharge hampers the movements of those it hits.

Super Vulcan

Right - Left

Type: A **Power: 9**
Range: 3~5 **Evasion: 3**

Effect: During damage calculation, the target can discard x card from their hand to reduce the damage by [Discarded card x 3].

A minigun. Its firing rate makes it incredibly difficult to evade all its shoot.

Beam Rifle

Right - Left

Type: A **Power: 7**
Range: 2~4 **Evasion: 2**

Effect: -

A single-shot energy rifle. A standard armament equipped by many Void units.

Charge Shield

Right - Left

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

A energy shield-type armament. Capable of absorbing energy from enemy attacks and converting it into its own energy reserves.

Mob Enemy Armaments: Top

This data represents the armaments that mob enemies can equip on their upper body. For how to read each item, please refer to P92.

Sequence

Top

Type: A
Power: -
Range: -
Evasion: -

Effect: Draw 3 card and reveal it to everyone, keep 1 and discard 2.

An armament that serves as an engine to speed up the internal energy generation rate. Utilizes high computational capabilities to optimize metabolic functions.

Turbulence

Top

Type: A
Power: -
Range: -
Evasion: -

Effect: Draw 1 card from discard pile and add it to your hand (no Joker).

An engine designed to improve the efficiency of internal energy circulation. Its high computational power determines optimal solutions for using energy without waste.

Beam Fang

Top

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: This Armament's damage calculaion can't be reduce.

An energy fang-shaped armament. The fangs are capable of easily penetrating shields and armor.

Beam Horn

Top

Type: A
Power: 9
Range: 1
Evasion: 2

Effect: Upon use, you may discard 1 card from your hand to increase Power of this Armament by +3, and its Range to 1~2.

An energy horn-shaped armament. By using extra energy, the length of the horns can be adjusted.

Boost Linker

Top

Type: A
Power: -
Range: -
Evasion: -

Effect: Draw 2 card and add to your hand.

An armament that supplies propulsion to other Void units. Widely equipped by small ~ medium-sized Voids to provides energy to larger Voids.

Weapon Linker

Top

Type: P
Power: -
Range: -
Evasion: -

Effect: Add +1 to Power all Armament equipped by Boss Enemies.

An armament used for supply energy to other Void units' armament. Voids receiving energy supply from this armament experience increased firepower and projectile speed.

Shield Linker

Top

Type: P
Power: -
Range: -
Evasion: -

Effect: Reduce -1 to damage toward all Boss Enemies.

An armament used for energy supply in other Void units to reduce damage. Voids receiving energy supply enhance their Eliminate Barrier.

Mob Enemy Armaments: Bottom

This data represents the armaments that mob enemies can equip on their lower body. For how to read each item, please refer to P92.

Energy Linker

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Restore 7 HP to an Ally.

An armament used for energy supply in repairing other Voids. Voids receiving energy supply significantly enhance their repair capabilities.

Kick Blast

Bottom

Type: A **Power: 6**
Range: 1 **Evasion: 2**

Effect: Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

A leg-based attack armament. Boosters enable kicking attacks while accelerating.

Grand Progress

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Increase +2 to Power of all Ally's Armament for 1 turn.

An armament that generates an electromagnetic wave field to enhance the attack capabilities of other Voids. Although the field's range is narrow, Voids affected by the field experience a significant increase in firepower.

Tail Swing

Bottom

Type: A **Power: 6**
Range: 1~2 **Evasion: 2**

Effect: Before selecting targets, you can move 2 square.

A tail-based attack armament. Utilizing centrifugal force, you can attack while moving.

Healing Square

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Choose any 2×2 squares. Restore 5 HP to all Allies within those squares.

An armament that generates an electromagnetic wave field to enhance the repair capabilities of other Voids. Voids within the field can rapidly recover from damage.

Thrust Linker

Bottom

Type: P **Power: -**
Range: - **Evasion: -**

Effect: At the end of each End Phase,draw 1 card from the deck and add it to your hand.

An armament that supplies engines to other Voids for propulsion. By using the engine, you can achieve high propulsion efficiency with low energy consumption.

Damage Linker

Bottom

Type: P **Power: -**
Range: - **Evasion: -**

Effect: When a Boss Enemy takes damage, the character equipped with this Armament can choose to take up to 5 points of that damage instead.

An armament that shares the Eliminate Barrier with other Voids, allowing it to intercept damage. Commonly equipped by small to medium-sized Voids to mitigate damage for larger Voids.

Boss Enemy Armaments: Right & Left

This data represents the Armaments that boss enemies can equip on their right arm (or right half of the body) and left arm (or left half of the body). For how to read each item, please refer to P92.

Venom Strike

Right - Left

Type: A **Power: 13**
Range: 2~4 **Evasion: 2**

Effect: Upon hit, reduce target Min/Max Range by -2 for 1 turn (Minimum 1).

An armament that shoot dark energy beams. It can disrupt the sense of balance of those who struck by it.

Vanishing Claw

Right - Left

Type: A **Power: 10**
Range: 1~2 **Evasion: 2**

Effect: Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

An armament in the form of large energy blades that, even when evaded, it releases another lingering slash.

Execute Blade

Right - Left

Type: A **Power: 12**
Range: 1~3 **Evasion: 2**

Effect: Upon hit, increase target's Emergency Evasion cost by +2 for 1 turn.

A pure white greatsword with multiple energy blades expanding left and right. Its strikes rob enemies of their Precious Energy, causing it to disperse.

Hyper Gatling

Right - Left

Type: A **Power: 15**
Range: 4~5 **Evasion: 3**

Effect: During damage calculation, the target can discard x card from their hand to reduce the damage by [Discarded card x 5].

A gatling gun that fires high caliber at high fire rate. Its extremely high rate of fire can turn a target into a beehive in an instant.

Poison Plume

Right - Left

Type: A **Power: 9**
Range: 3~4 **Evasion: 2**

Effect: Upon hit, target must choose a card and give it to the user of this Armament.

An armament that emits toxic mist from flower-like parts. The mist has the ability to absorb the target's Precious Energy.

Giga Side Blade

Right - Left

Type: A **Power: 15**
Range: 1 **Evasion: 2**

Effect: Upon hit, target will receive 3 damage at the end of each round for the duration of the battle. This effect does not stack.

Large energy blades ejected from the side of the unit. Its strikes are exceptionally heavy and can crush any armor.

Judgment Shooter

Right - Left

Type: A **Power: 9**
Range: 3~5 **Evasion: 2**

Effect: Can be use 4 time a Round.

A armament capable of firing three consecutive beam shots. A versatile weapon that can target single or multiple opponents.

Mega Cluster Missile

Right - Left

Type: A
Power: 6
Range: 3~4
Evasion: 3

Effect: Upon damaged by this Armament, you can move target to anywhere in 3 square.

An armament that fires multiple large rocket missiles. It autonomously tracks enemies and the powerful explosions can send them flying.

Glacia Halberd

Right - Left

Type: A
Power: 12
Range: 1~3
Evasion: 2

Effect: Before selecting targets, you can move 2 square. When moving with this Armament's effect, you don't take damage from Collisions.

An armament shaped like a scythe and with a energy blades. It has a propulsion device attached to its handle, enabling you to charge and attack simultaneously.

Immortal Saber

Right - Left

Type: A
Power: 10
Range: 1~2
Evasion: 2

Effect: Upon use, you may discard 1 card from your hand to increase the Evasion Cost of this Armament by +2 for 1 turn.

A longsword that converts Dark Energy into a engergy blade and can adjust its length. A strike with maximum length becomes an elusive and devastating attack.

Sneaking Snipe

Right - Left

Type: A
Power: 10
Range: 3~7
Evasion: -

Effect: The Evasion Cost of this armament increases by [distance between you and the target ÷ 2] points (rounding up).

A sniper rifle equipped in a way that it's hidden within the body. During an attack, the muzzle emerges from the exterior, allowing precise shots at distant enemies.

Tempest Blaster

Right - Left

Type: A
Power: 10
Range: 2~5
Evasion: 2

Effect: Upon damaged by this Armament, you can move target to anywhere in 2 square.

An armament that fires spherical beam projectiles causing explosions. Its wide attack range makes it a tactically versatile weapon.

Chaos Laser Cannon

Right - Left

Type: A
Power: 15
Range: 3~6
Evasion: 3

Effect: Until your next Action Phase, +1 to all enemies Emergency Evasion cost.

An armament that shoots Dark Energy in a linear fashion. While having strong recoil, it boasts high firepower and precision.

Demon's Spear

Right - Left

Type: A
Power: 9
Range: 2~3
Evasion: 2

Effect: Can attack twice with this Armament, on the second attack, +4 to Power and +1 to Evasion Cost.

An energy spear type armament. It releases Dark Energy around it after an attack, which can be utilized in the next attack.

Galaxy Cannon

Right - Left

Type: A
Power: 20
Range: 3~6
Evasion: 2

Effect: You cannot use this Armament in the next Action Phase.

An ultra-powerful beam cannon with overwhelming destructive force. Once used, it takes time to prepare for the next attack.

Boss Enemy Armaments: Top

This data represents the armaments that boss enemies can equip on their upper body. For how to read each item, please refer to P92.

Reflection Bit

Top

Type: R **Power: -**
Range: - **Evasion: -**

Effect: Upon use, discard 1 card, and dealt damage equal to the value of the discarded card toward the attacker (Joker = 13).

A remotely operable circular armament terminal. It possesses the ability to reflect enemy attacks.

Armored Fang

Top

Type: A **Power: 8**
Range: 1~2 **Evasion: 2**

Effect: Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

A massive energy fang-type armament. It have ability to breaking through Precious Protection.

Scarlet World

Top

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Increase +1 to all enemies's Emergency Evasion cost for 1 turn.

An armament that emits bright red energy waves from the entire body. These energy waves have the effect of confusing enemy.

Punishment Thunder

Top

Type: A **Power: 5**
Range: 1~∞ **Evasion: 2**

Effect: The Power of this Armament increases by [distance between you and the target x 2] points.

An armament that launches lightning bolt into the sky, which then radiates out in a energy beam towards the enemies.

Ignis Blazer

Top

Type: A **Power: 8**
Range: 2~4 **Evasion: 2**

Effect: Can target all enemies in Range.

A remotely operable armament that spreads out like wings. It can simultaneously engages multiple enemies, forming red energy blades to attack.

Servant Order

Top

Type: A **Power: -**
Range: - **Evasion: -**

Effect: For 1 turn, the power of all Armaments equipped by allies increases by +3.

An antenna-type armament used to give commands to small and medium-sized voids. It's often equipped by voids that serve as leaders of a group.

Metamorphosis

Top

Type: A **Power: -**
Range: - **Evasion: -**

Effect: When creating a enemy, create one Variation. When using this armament, you draw 2 cards and change your armament to that Variation. This armament can be used once per action phase.

An armament that allows you to switch to other armaments. Using the armament transformation function, you can instantly change your armaments.

Boss Enemy Armaments: Bottom

This data represents the armaments that boss enemies can equip on their lower body. For how to read each item, please refer to P92.

Forbidden Apple Bomb

Bottom

Type: A **Power: 7**
Range: 2~3 **Evasion: 3**

Effect: Upon damaged, all enemies within 1 square in all directions around that target also take the same amount of damage.

An armament that fires multiple spherical bombs. The explosion covers a wide area, allowing it flame to engulf many enemies.

Somersault Tail

Bottom

Type: A **Power: 7**
Range: 1~2 **Evasion: 2**

Effect: Upon damaged, you can play one card from your hand and use an armament of Type A corresponding to the suit of that card to perform another Armament Attack. After the second attack, if you perform an Additional Use Armament Attack, you must play a card with the same number as the one used in this maneuver.

A large tail-shaped armament. It has a very high attack speed and serves as a tactical preparation for combo attacks.

Plague End Bomb

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Upon damaged, choose 1 Ally, all enemies within 1 square in all directions around that ally take 10 damage. After that, the choosen Ally is incapacitated.

An armament that detonates small and medium-sized voids, damaging enemies with the blast. It's often equipped by voids that serve as leaders of a group.

Giga Wall Bit

Bottom

Type: A **Power: 6**
Range: 4~5 **Evasion: 2**

Effect: Upon use, till the end of your Action Phase, reduce all damage taken from Armament Attack by 3 point.

A remotely operable shield-shaped armament terminal. It automatically switches between attack and defense modes.

Thunder Crow Bit

Bottom

Type: A **Power: 6**
Range: 2~4 **Evasion: 3**

Effect: Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn.

A remotely operable bird-shaped armament. It wings carries a high-voltage current, electrocuting anything it touches.

Exceed Accelerate

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Upon use, you can move 3 Square. If you collide with an Enemy under this effect, Transfer that enemy into any empty Square on the Combat Map.

An device that significantly boosts the thrust of the vehicle. By using this armament, you can move dramatically while knocking away many enemies.

Void Generator

Bottom

Type: A **Power: -**
Range: - **Evasion: -**

Effect: Can only use when there are 2 or fewer Mob enemies on the Combat Space. You can summon a new Mob enemy to any empty square on the combat space. Mob enemies summoned this way are considered to have already Acted. You cannot use "Void Generator" in the next Action Phase.

A device that generates small and medium-sized voids. Due to the consumption of a large amount of energy and metal, continuous use is not possible.

Dark Drive

This data represents the effects and flavor text of the Dark Drives that boss enemies can use. For more information about Dark Drives, please refer to P130. For how to read each item, please refer to P102.

Unbreakable Fortress

Dark Drive

Timing: Reaction Phase
Effect: During this action phase, reduce all damage you receive to 0.

Deploying dark Precious Energy as a barrier, it wards off any conceivable attack, like a fortress veiled in shadows, impenetrable and enigmatic.

Imaginary Soleil

Dark Drive

Timing: Action Phase
Effect: You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you.

Unleashing the force of dark Precious Energy, it enables swift and untraceable movements, like a spectral predator dashing through the abyss.

Imperial Raid

Dark Drive

Timing: Action Phase
Effect: Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use ⟨Chaotic Moon⟩.

Releasing the dark Precious Energy's might, it summons a flurry of relentless assaults, a storm of shadows that leaves no room for escape or mercy.

End of Nocturne

Dark Drive

Timing: When Incapacitated
Effect: When you become Incapacitated, recover 20 HP, and revive.

Releasing the dark Precious Energy's might, it summons a flurry of relentless assaults, a storm of shadows that leaves no room for escape or mercy.

Darkness Bind

Dark Drive

Timing: Action Phase
Effect: During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5.

Channeling the dark Precious Energy's power, it accelerates damage repair, a miraculous regeneration woven from the very fabric of darkness.

Blast of Infinity

Dark Drive

Timing: Action Phase
Effect: Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction.

Compressing the dark Precious Energy, it radiates in a straight line, like a beam of oblivion cutting through space and time.

Mirage Inferno

Dark Drive

Timing: Before an Armament Attack
Effect: Teleport yourself to a Square of your choice.

Unshackling the power of dark Precious Energy, it executes instantaneous movement, a teleportation shrouded in mystery and darkness, transcending the very boundaries of reality.

SCENARIO SECTION

How to Read Scenarios

To play "PW," you need scenarios. This book includes two scenarios that you can play right away. Please give them a try.

Now, let's explain how to read scenarios.

Scenario Information

Scenario information contains details that will be revealed to the PLs during the pre-play phase. The scenario information includes the following items. Make sure to provide all of these to the players in advance.

Scenario Spec

This section includes the recommended number of PLs that can participate, the estimated playtime for the session, and the Recommended Experience Points (EXP) consumption for the PCs participating in the scenario.

Number of PLs

The number of PLs refers to the intended number of PL participants for the scenario. For instance, if it's stated as "2-3 people," it means a minimum of two PLs are required, and the scenario accommodates up to three participants.

Estimated Playtime

The estimated playtime is a rough indication of how much time is needed to play the scenario. This book assumes the time from the start of the pre-play to the end of the after-play.

Recommended EXP Spent

This indicates the range of experience points the scenario anticipates PCs to use. For example, if it's written as "0-5 points," it means Carry-on PCs using anywhere from 0 to 5 EXP can participate.

Preview

This section briefly presents the overview of the scenario or the theme it aims to express.

The GM should read the introduction provided in each scenario during the pre-play to help the players visualize the session's content.

Handouts

Handouts provide foundational information about the type of PC each player will portray. This section includes descriptions of the handout and information about the NPCs related to the handout's character.

Handouts can be common or numbered individually. Individual handouts have a PC number, such as PC1, PC2, PC3, etc.

Which you should replace with the actual names of the participating PCs if mentioned in the main text.

Furthermore, in the sample scenarios in this book, recommended sample characters are provided in the handouts. These are suggested for use when playing the sample scenarios in the quick start.

The GM should read the contents of the handouts before PC Creation. Then, distribute the respective handouts to the PLs. You can decide which handout to give to whom among the PLs, or the GM can make the decision.

Scenario: Clear Conditions

The scenario's Clear Conditions include the Dark Heart that must be resolved to clear the scenario in the finale phase.

If the scenario's clear conditions are not met, the scenario is not considered cleared. In such cases, the consequences of how the story progresses are detailed in each scenario.

Pre-Play

This section covers the content of pre-session preparations. It outlines the actions to be taken by the GM and PLs for each stage. Please follow the provided instructions to proceed with the pre-play preparations.

Introduction Part

The [Introduction Part], which is the beginning of the story, is described here. [PC's Daily Life] doesn't provide descriptions of scenes or NPC Dialog, as it's intended for PLs to take the lead in creating the scene.

For the [Beginning of the Story], descriptions of scenes and NPC Dialogs are provided. When the scene starts, begin by reading the scene's description and prompting the PCs' actions. Read the Dialog interactively, keeping an eye on the PCs' reactions.

Investigation Part

The [Investigation Part], the main development of the story, is outlined here. Information items to be investigated are provided in this section.

Battle Part

The [Battle Part], the climax of the story, is detailed here. For [Catastrophe] and [Princess's Deployment], descriptions of scenes and NPC Dialogs are included. When the scene starts, read the scene's description and NPC Dialogs. For scenes involving PCs, prompt PC actions during the descriptions.

Ending Part

The [Ending Part], which concludes the story or serves as an epilogue, is described here. It includes scene descriptions, NPC Dialogs, and the Dark Heart that PCs must resolve to conclude the event. When the scene starts, read the scene's description and NPC Dialogs. Prompt PC actions during the descriptions.

Sample Scenarios

This book includes two sample scenarios. Next, we will explain an overview of each sample scenario. These summaries describe the scenario's storyline, so if you plan to participate as a PL on the day of the session, avoid reading them.

Sample Scenario ①

The Girl with Broken Wings ~Revival Wing~

Scenario Specs

Number of PLs: 2~3
Estimated Playtime: 4~5 hours (including PC creation time)
Recommended EXP Spent: 0

Handout (Common)

Description: You are princesses attending Fairy Tail Academy.

Your friend, Sairenji Suika, has been absent from school due to an injury for about a year.

When Suika returns to school after a long absence, you notice she seems troubled about something.

As her friends, you want to help resolve whatever is bothering her.

NPC Info: Seirenji Suika

A girl with green hair, highlighted with pink streaks in a short cut, having a slightly matured face and a calm demeanor.

She's a student at Fairy Tail Academy, previously enrolled in the princess training department.

She also dreamt of becoming the world's best figure skater.

However, after a battle with the "Void", she injured her leg and had been hospitalized for about a year (refer to P42 for more details).

Scenario Clear Conditions

Resolution of "Seirenji Suika's Conflict" in the Ending part.

Recommended Sample Characters

PC①: Azure Cinderella (P52)
PC②: Emerald Match Seller (P54)
PC③: Crimson Riding Hood (P58)

Episode Preview

The dream a girl beholds is wings to soar the sky,
The future she aspires to is twilight above the cloud's high.

Even if all that shapes her is fated to crumble and fall,
Can the girl with broken wings once again fly above all?

Armed Girl RPG Princess Wing,
"The Girl with Broken Wings ~Revival Wing~"

Now, these feelings transform into wings.:

Pre-play

Once all the members have gathered for the session day, start by preparing to play the scenario. For more details, refer to page 106.

Explanation of "PW"

If there are PLs playing "PW" for the first time, the GM should begin by explaining what kind of game "PW" is. A general description like the following will suffice:

GM: "Armed Girl RPG Princess Wing is a game set in a near-future academy city, where you become a 'Princess' capable of handling the armed weapon 'Dress Code' to battle against humanity's enemy, the 'Void'."

Presentation of Scenario Information

The GM should disclose the scenario information to the PLs. The scenario information consists of [Scenario Specs], [Preview], [Handout], and [Scenario Clear Conditions].

The [Scenario Specs] detail the expected number of PLs for the scenario, the required playtime, and the recommended experience points for the PC (refer to P154). The [Preview] conveys the atmosphere of the scenario to be played. The [Handout] defines the position and background of the PCs participating in the scenario.

The [Scenario Clear Conditions] describe the conditions under which the scenario is considered cleared.

PC Preparation

Based on the provided [Episode Preview] and [Handouts] , the PL will prepare their PC. GM should distribute one blank [Character Sheet] to each PL. There are two methods for character creation: Quick Start (P50) and Construction (P78). If the PL is playing "PW" for the first time, it is recommended to use Quick Start.

Sheets Preparation

The GM should provide one blank [Record Sheet] to each PL. Those who have received a [Record Sheet] should fill in the session information, 【HP】 and 【TP】, ⟨Wing Drive⟩, and [Connection] in the respective sections. For detailed explanations of each section, refer to P107.

Additionally, the GM will prepare one [Session Sheet]. On the [Session Sheet], information about the session and the PCs are recorded. For details, refer to P107.

Introductions

After filling out the sheets, both the GM and PLs will introduce themselves. PLs should introduce both themselves and their PCs. The order of introductions should follow the [PC Number] written on the [Session Sheet].

When introducing PCs, it would be good to read out their names, [Life Tags], [Personal Flavors], ⟨Princess Core⟩, ⟨Armaments⟩, etc., from the [Character Sheet].

Preparation of Hands and Decks

Lastly, the GM will prepare the hand and the deck. The GM should prepare a set of playing cards, remove the two jokers, shuffle the remaining cards to form a deck. Then, draw 9 cards if there are two PLs or 12 cards if there are three PLs to form the GM's hand, keeping them face down.

After the GM done, return the Jokers to the deck and shuffle again. PLs should draw 7 cards from the deck to form their hands, keeping them face up.

Once the deck and hands are prepared, [Preplay] is finished. Progress the scenario from the next [Introduction Part]. For details on how to progress the scenario, refer to P108.

Introduction Part

In the Introduction Part, you will sequentially portray [PC's Daily Life] and [Beginning of the Story].

PC's Daily Life

In [PC's Daily Life], you will portray the daily life of each PC. For a detailed flow of the portrayal, refer to P108.

Once all PCs have completed their daily life portrayal, you will move on to [Beginning of the Story].

Beginning of the Story

In [Beginning of the Story], on a certain morning, PCs reunite with Seirenji Suika, who is attending school after a long absence, and have a conversation. In Scene 1, Suika speaks speaks cheerfully and with a smile with the PCs. She's interested in the current status of the PCs, so, beyond the lines in the portrayal, try to ask about their hobbies or what they're currently passionate about. For example, referring to the Life Tag written on the PC's character sheet, ask things like, "By the way, how's your [hobby] going recently?" or "I want to go eat [favorite food] together sometime!" Then, see the PC's reaction.

In Scene 2-3, NPC Amemiya Haruka appears and confesses her feelings to Suika. However, Suika, desperately trying to forget about figure skating, reacts coldly to Haruka.

After the portrayal, if a PC talks to Suika, she will look uncomfortable and leave without saying a word. If a PC talks to Haruka, Haruka will apologize with the words "I'm sorry!" and run away.

The GM should inform the PCs that if they try to chase after either of the two, they will lose them in the crowd.

Scene 1

One morning, while on your way to school, you all were at the entrance/exit of Fairy Tale. There, you saw a friend, whom you hadn't seen in a long time.

This girl, with short green hair interlaced with pink highlights, had a somewhat mature face and a calm demeanor. Her name was "Seirenji Suika".

Since it had been a year since you last saw her at school, you all decided to speak to her.

Dialog (Seirenji Suika):

"Ah...! Everyone, it's been a while."

"The doctor and the hospital finally gave me permission to attend school."

"So, let's get along from now on."

"I'll be attending a different course than everyone starting today..."

"Yes, I've switched to the Operator Training Department. So, I'm retiring from being a Princess."

"But I'll be supporting all of you from the shadows. Even if we're in different courses, let's continue to get along."

"By the way, what have you all been into recently? I'd love to catch up since it's been so long."

Scene 2

While you all were engrossed in this conversation, a particular girl approached. The girl, characterized by her blonde hair, flower hairpin, and pink eyes, called out Seirenji Suika's name.

Dialog (Amemiya Haruka):

"Um...! Seirenji-san!"

"Well... You might not remember, but I was your classmate at our previous school, Amemiya Haruka!"

"I've admired you ever since I saw you on TV...!"

"I wanted to be a figure skater like you, Seirenji-san, so I started figure skating!"

"So...!"

Scene 3

Hearing this, Seirenji Suika let out a small sigh, looked at Amemiya Haruka with sad eyes.

And said the following words before hastily heading towards her classroom.

Haruka, showing a shocked expression, ran away.

Dialog (Seirenji Suika):

"...I'm sorry, but please never bring that up again."

"I'm not interested in figure skating anymore."

"To be honest, it's bothersome."

How to Proceed in the Investigation Part:

During the Investigation Part, PCs will investigate the worries and feelings of NPCs. GMs should proceed with the Investigation Part as follows:

① Information Items

First, the GM should disclose the names of the [Information Items] and the [Required Tags]'s points to the PL. For this scenario, the content to be conveyed to the PL is as follows:

Information Items:

Seirenji Suika's Sigh: Required Tags (PC Number - 1)

Amemiya Haruka's Feelings: Required Tags (PC Number - 1)

② Investigation Scene:

Next, the actions of the PCs conducting their investigation are portrayed in a scene called the [Investigation Scene]. For detailed instructions on how to proceed with the Investigation Scene, please refer to P109.

Investigation Part

In the Investigation Part, the PCs conduct an investigation into Seirenji Suika's concerns.

Information Items

Seirenji Suika's Sigh

Required Tags (PC Number - 1)

Revealed Information

Seirenji Suika was injured a year ago during a battle with the Void.

Because of this injury, she severely hurt her leg and was advised by a doctor at Misora Municipal Hospital that she shouldn't continue figure skating.

For her, not being able to continue figure skating is a great pain, and she's desperately trying to forget about it.

However, deep down, she strongly wishes to skate again and is conflicted about it.

Acquired Tags:

#Can't Give Up

Amemiya Haruka's Feelings

Required Tags (PC Number - 1)

Revealed Information

Amemiya Haruka lacked self-confidence and was troubled when she saw Seirenji Suika on TV as a figure skater. She was captivated by Suika's "sparkling appearance" and strongly wished to be like her.

Eventually, Haruka's dream became to stand on the same ice as Suika, compete with her, and be recognized by her. Therefore, when she found out about Suika's injury, she was deeply shocked.

"Someone like me will always be waiting for you on the ice," she thought.

When she saw Suika at the academy, she impulsively acted on her emotions to convey this, but deeply regrets hurting Suika with her words.

Acquired Tags:

#Object Of Admiration

Interlude

During the Interlude, PLs and GM will review and check the flow of the scenario.

Additionally, players can exchange cards during the interlude. For more details, refer to page P112.

Combat Part

In the [Combat Part], the [Catastrophe] and [Princess's Sortie] are depicted sequentially.

Catastrophe

During the [Catastrophe], an incident occurs where Faust - Queen Void brainwashes Seirenji Suika. In this depiction, the PCs won't make an appearance. GMs should read the Scene slowly to convey it to the players.

Scene 1

Seirenji Suika was at the Misora Municipal Hospital. After being discharged, she had to visit the hospital once a week for regular check-ups.

As she entered the examination room, a doctor greeted her with a smile. The doctor was a young man with blonde hair.

Suika faced the doctor for her diagnosis.

After receiving a thorough examination, she began speaking to the doctor as follows...

Dialog (Seirenji Suika):

"Um, Doctor...?"

"Are my legs... not going to heal?"

"Does this mean... I'll never skate again?"

Dialog (Doctor):

"We previously said it would depend on the observed progress..."

"But... the condition of your leg is quite severe."

"Please give up on the idea of ever standing on ice again."

Dialog (Seirenji Suika):

"This can't be...!"

"You said before that with therapy or surgery, there might be a chance!"

"I'll endure any kind of therapy! I'll undergo any surgery! Just tell me there's hope! So please...!"

"If I can't skate anymore... What's left for me? What will I become?"

Scene 2

Right after Seirenji Suika shouted, the doctor's eyes turn red.

He displays a sinister smile that's completely different from his previous demeanor.

Upon seeing his eyes, Suika loses consciousness.

Dialog (Doctor):

"The dark precious energy seems to be gathering nicely."

"...Now, let me hear your heart's screams."

Scene 3

As the doctor stretches out his hand, a rainbow-colored energy emerges from Seirenji Suika's body, turning into smoke, and transfers to a machine he holds.

Suika stands there blankly, with the lights gone from her eyes.

Dialog (Doctor Faust):

"They call me Faust. I am not a mere doctor, but I'm one of the Queen Voids."

"I must admit, I deceived you just to see that pain in your heart. Apologies for getting your hopes up, but this despair suits you better, doesn’t it?"

"I've been patiently waiting for someone like you, someone who screams from their very heart."

"...Though it seems my words might be falling on deaf ears now."

"...Shall we commence our little performance?"

"Activate the Dimension Transfer Device. Rise here and now! My creation, Malefiz Void!"

"...Seirenji Suika, I've crafted something special just for you."

"Now, unleash your anguish and let chaos reign."

Scene 4

Suddenly, a giant Void appears outside the city hospital.

It resembles a humanoid robot, wearing armor that looks like a wizard.

Seirenji Suika, shrouded in darkness, floats up and settles into a black coffin-like box on the chest of the Void.

Dialog (Seirenji Suika):

"Why... just why?"

"Why has fate chosen to torment me this way?"

"All I ever wanted was to what I love, skating!"

"Why, God?"

"This cruel world deserves nothing but destruction, and I'll be its end!"

Princess's Sortie

In [Princess's Sortie], the PCs confront the emerged Void. Scenes 1 to 3 are scenes where the PCs have not yet appeared. The GM should read them slowly to convey the situation to the PL.

In Scene 4, as Faust's lines are read, the GM should have interactions with the PCs. Once the interactions and roleplay have settled, declare the start of the [Combat].

Scene 1

You all spot a giant Void emerging in Misora City and head to that location.

There, Haruka Amemiya, who has been practicing her skating, is about to be attacked by the giant Void.

From within the massive Void, you can hear Seirenji Suika's screams.

Dialog (Seirenji Suika):

"I want to... I want to keep skating!"

"I don't want it to end like this!!"

"I hated being told I can't!"

"Make me forget about skating!!"

Scene 2

Amamiya Haruka couldn't move her legs, completely paralyzed.

Reacting to Suika's voice emanating from the giant Void, tears streamed down her face.

Dialog (Amemiya Haruka):

"It was me... It was me who hurt Seirenji-san..."

"I'm truly... I'm so sorry..."

"But I genuinely wanted to be like you... I just wanted to know more about you... I wanted to be closer to you!"

Scene 3

Suddenly, a hologram of a blond youth man in a lab coat appears on the right shoulder of the Void.

Denying the words of Amamiya Haruka, the man orders the giant Void to attack.

Dialog (Doctor Faust):

"Seirenji-san, don't listen to her."

"This girl doesn't understand your pain."

"In fact, somewhere deep down, she might be mocking your lost dreams!"

"Let out your scream. From the depths of your heart, from the broken fragments of your wings!"

"Let the darkness envelop you... and destroy everything!!"

Dialog (Seirenji Suika):

"Amamiya-san... Someone like you... can't understand my feelings!

"You're in my way. Disappear from my sight... die!"

Scene 4

In the midst of them, you all step in.

Queen Void's Faust, speaks to you.

Dialog (Doctor Faust):

"Tsk... You're here already, Princess?"

"We were just reaching the climax of this delightful show..."

"...Yes, I broke Seirenji Suika's wings. With just a small, little lie, she easily fell into despair."

"This is why humans are so predictable, and so entertaining. She's become quite the interesting toy."

"Now, my minion. Malefis Void and Seirenji Suika."

"With the power of darkness, crush these intruders."

Proceed to roleplay the lines for the PCs if needed. After the Precious On performance, enter combat with [Malefiz Void x1] and [Raven Crow x (PC Number)].

You can draw a card from the deck during the Precious On performance. For details, refer to page P112.

About the Battle

At the start of the battle, place Malefis Void on tiles d8, d7, e8, e7 (2x2 squares). For Raven Crow, place on tiles c7, f7, g7 (for 3 PCs).

Malefis Void should use 2-3 cards of the same number to continuously attack the PC with the highest HP. By connecting from the Bottom's ⟨Thunder Crow Bit⟩ to ⟨Tempest Blaster⟩ or ⟨Glacia Halberd⟩, you can inflict damage by [Collision]. If you run out of cards, use the ⟨Lightning Cloud⟩ technique or the ⟨Dark Drive⟩'s ⟨Imperial Raid⟩.

Raven Crow should actively use the Top's ⟨Boost Linke⟩. Increase the number of cards in your hand, and if there are the same numbers, use ⟨Beam Rifle⟩ to prioritize attacking the PC with the highest current HP.

In this [Combat], victory is achieved by rendering all enemies [incapacitated]. If the PCs win, they obtain the following scenario tags.

Acquired Tags:

#Faust Lie

Ending Part

In the Ending Part, we'll sequentially depict [Precious Aid] and [The End of the Story].

Precious Aid

In [Precious Aid], the PCs provide aid to Suika Seirenji.

Even after defeating the Void, Suika's heart will not return to its original state. The PCs must rescue Suika's heart from darkness. Failing to do so may lead her to hospitalization again or, in the worst case, death.

For example, during the [Precious Aid], the PCs can encourage Suika's wish to skate again, or suggest getting a second opinion from another hospital. Game Masters should incorporate any other scenes the Players come up with as much as possible.

For the detailed of [Precious Aid], please refer to P113.

Scene 1

From the destroyed Void, a dark box falls, looking like a coffin. From it, Suika Seirenji's voice resonates along with the power of darkness.

Dialog (Seirenji Suika):

"What... what am I...?"

"Ah, I see. I was exploited by the Void..."

"I'm sorry, it's all my fault that everyone's been burdened."

"I'm no good, am I? Just thinking about skating is so painful, I wanted to throw it all away and run."

"I've even failed at running away..."

"...What should I do now?"

Dark Heart

Suika Seirenji's Struggle: Required tags (Number of PCs)

The End of the Story

In [The End of the Story], we depict what happens after the scenario. Thanks to the PCs' efforts, Suika Seirenji will dream of standing on the skating rink and soaring as a princess once again.

Scene 1

One morning on the way to school, you all are at the Fairy Tail lift entrance. There, your well-known friend, Suika Seirenji, is present.

Dialog (Seirenji Suika):

"Ah...! Good morning, everyone!"

"You know, I got checked by a doctor at a different hospital."

"And guess what, they said my leg can definitely be healed through surgery..."

"Rehab might be tough, but I'm done giving up halfway."

"So, everyone, I hope you'll wait for me."

"I promise, I'll definitely come back to you all."

Scene 2

While continuing the conversation, a certain girl arrives. With blonde hair, floral hair accessories, and pink eyes, she calls out Suika Seirenji's name.

Dialog (Amemiya Haruka):

"Um...! Seirenji-san!"

"Uh... uh..."

"I'm also... waiting!!"

"I'll be waiting for you at the future skating rink!"

Scene 3

At those words, Suika Seirenji smiles and responds. Then, turning toward the PCs, she converses with a smile again.

Dialog (Seirenji Suika):

"Let's make our dreams come true together, Haruka."

"Thank you, everyone, for helping me once again. I'm going to give it my all from now on. Not just in skating, but also as a princess. I thought... I'd like to fly through the skies with you all again."

"So could you all... wait for me until I can fly with you?"

After the Ending part is over, end the session and move on to [After Play] (P114).

Raven Crow

Mob

Type: Beast

HP: 15 **TP: -**

SS: 7 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ Right: Beam Rifle (A/7/2~4/2)
None

♣ Left: Beam Rifle (A/7/2~4/2)
None

♡ Top: Boost Linker (A/0/0/0)
Draw 2 card and add to your hand.

◊ Bottom: Energy Linker (A/0/0/0)
Restore 7 HP to an Ally.

A medium-sized Void with a body resembling a black bird. It's around 3 meters in length and moves by spreading its it boosters attached wings. It can perch on the shoulders or back of giant Voids, enabling it to share energy and connections with them.

Malefiz Void - Witch of Warmth

Boss

Type: Witch

HP: 80 (120) **TP: 20 (30)**

SS: 5 **Move: 2**

[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Lightning Cloud (3)
All Enemies discard 1 card from their hand and add it to your hand. Can be used once per scenario.

Black Lagoon (5)
During this Action Phase, increase the power of all your Armaments by +4.

Diablo Scythe (4)
During this Action Phase, increase the Evasion Cost of a weapon you like by +2.

Dark Drive (Timing)

Imperial Raid (Action Phase)
Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use ⟨Chaotic Moon⟩.

Mirage Inferno (Before an Armament Attack)
Teleport yourself to a Square of your choice. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ Right: Tempest Blaster (A/10/2~5/2)
Upon damaged by this Armament, you can move target to anywhere in 2 square.

♣ Left: Glacia Halberd (A/12/1~3/2)
Before selecting targets, you can move 2 square. When moving with this Armament's effect, you don't take damage from Collisions.

♡ Top: Ignis Blazer (A/8/2~4/2)
Can target all enemies in Range.

◊ Bottom: Thunder Crow Bit (A/6/2~4/3)
Target that receives damage from this Armament has its Collision damage increased by +3 for 1 turn.

A black humanoid giant Void. Roughly 15 meters in length, it stands upright like a human. Distinctive for the two horn-like protrusions on its head. Attached to its back is a booster resembling a robe, enhancing its propulsion. Leveraging this, it excels in both close and long-range combat, posing a threat to any princess.

Sample Scenario ②

Yearning Wings ~Ignite Wing~

Scenario Specs

Number of PLs: 2~3 PL
Estimated Playtime: 4~5 hours (including PC creation time)
Recommended EXP Spent: 0~6

Scenario Clear Conditions

Resolving "Shinonome Mitsuki's Growth" in the Ending part

Recommended Sample Characters

PC①: Emerald Match Seller (P54)
PC②: Crimson Riding Hood (P58)
PC③: Azure Cinderella (P52)

Episode Preview

The flames that envelop me are a symbol of desires that scorch even my own being.
The fire in my eyes is a thirst directed at the silhouette of you, whom I admire.

Emotions pile up like firewood thrown onto a blaze, stoking the flame ever stronger.
And one day, even the wings upon my back shall be utterly consumed by fire.

Armed Girl RPG Princess Wing
Yearning Wings ~Ignite Wing~

Now, these feelings transform into wings.

Handout (PC① & PC③)

Description: You are a princess attending Fairy Tale school. You also have a childhood friend named Shinonome Mitsuki. You spend a lot of time together and have a great relationship. However, you've recently noticed that Mitsuki seems a bit off—she sighs a lot and seems down on herself. You decide to ask her about it.

NPC Info: Shinonome Mitsuki

A 13-year-old girl with brown hair tied in a ponytail, wearing glasses. She's a princess attending the Fairy Tale academy. Though at first glance she appears quiet and introverted, like a literary girl, she is actually emotionally rich and kind-hearted. She loves music, and her dream is to become a singer and songwriter.

Handout (PC②)

Description: You are a princess attending Fairy Tale and also a Void Hunter. You consider another Void Hunter, Shinonome Akatsuki, as your rival. One day, after a mock battle, she approaches you for advice. Apparently, she had a falling out with her sister, Shinonome Mitsuki. Although she is your rival, you want to help her and decide to listen to her story in detail.

NPC Info: Shinonome Akatsuki

A 15-year-old girl with straight red hair. She's a princess at Fairy Tale. She is cool, confident, and hates to lose, not back down easily no matter the situation or opponent. She is excels in combats against Voids, thanks to her high dynamic visual acuity and exceptional talent. Her dream is to become the world's top supermodel (refer to P42 for more details).

Pre-play

Once all the members have gathered for the session day, start by preparing to play the scenario. For more details, refer to page 106.

Explanation of "PW"

If there are PLs playing "PW" for the first time, the GM should explain what kind of game "PW" is initially.

GM: "Armed Girl RPG Princess Wing is a game set in a near-future academy city, where you become a 'Princess' capable of handling the armed weapon 'Dress Code' to battle against humanity's enemy, the 'Void'."

Presentation of Scenario Information

The GM should disclose scenario information to the PLs. The scenario information consists of four parts: [Scenario Specs], [Preview], [Handouts], and [Scenario Clear Conditions].

[Scenario Specs] includes the number of PLs expected in the scenario, the required time, and the recommended EXP points for PCs (Page 154). [Preview] informs about the atmosphere of the scenario you're about to play.

[Handouts] specify the role and background of the PCs participating in the scenario.

[Scenario Clear Conditions] specify the conditions for clearing the scenario.

PC Preparation

Based on the provided [Episode Preview] and [Handouts] , the PL will prepare their PC. GM should distribute one blank [Character Sheet] to each PL. There are two methods for character creation: Quick Start (P50) and Construction (P78). If the PL is playing "PW" for the first time, it is recommended to use Quick Start.

Sheets Preparation

The GM should provide one blank [Record Sheet] to each PL. Those who have received a [Record Sheet] should fill in the session information, 【HP】 and 【TP】, ⟨Wing Drive⟩, and [Connection] in the respective sections. For detailed explanations of each section, refer to P107.

Additionally, the GM will prepare one [Session Sheet]. On the [Session Sheet], information about the session and the PCs are recorded. For details, refer to P107.

Introductions

After filling out the sheets, both the GM and PLs will introduce themselves. PLs should introduce both themselves and their PCs. The order of introductions should follow the [PC Number] written on the [Session Sheet].

When introducing PCs, it would be good to read out their names, [Life Tags], [Personal Flavors], ⟨Princess Core⟩, ⟨Armaments⟩, etc., from the [Character Sheet].

Preparation of Hands and Decks

Lastly, the GM will prepare the hand and the deck. The GM should prepare a set of playing cards, remove the two jokers, shuffle the remaining cards to form a deck. Then, draw 9 cards if there are two PLs or 12 cards if there are three PLs to form the GM's hand, keeping them face down.

After the GM done, return the Jokers to the deck and shuffle again. PLs should draw 7 cards from the deck to form their hands, keeping them face up.

Once the deck and hands are prepared, [Preplay] is finished. Progress the scenario from the next [Introduction Part]. For details on how to progress the scenario, refer to P108.

Introduction Part

In the Introduction Part, you will sequentially portray [PC's Daily Life] and [Beginning of the Story].

PC's Daily Life

In [PC's Daily Life], you will portray the daily life of each PC. For a detailed flow of the portrayal, refer to P108.

Once all PCs have completed their daily life portrayal, you will move on to [Beginning of the Story].

Beginning of the Story

In [Beginning of the Story], first enact a scene in which PCs do not appear. Then, in the second and third scenes, depict conversations between the PCs and the Shinonome sisters.

In the first scene, Shinonome Mitsuki discovers a cat on her way home and takes it home. This cat is secretly one of the Queen Void - Circe, who was searching for a being that can generates dark Precious Energy. The GM should read out the description slowly so that the PLs can understand.

In the second scene, PC① (and PC③) have a conversation with Mitsuki on the bus. Mitsuki, who is in low spirits, tells the PC that she had a quarrel with her sister. Mitsuki is the childhood friend of the PC and has strong trust in them, so she freely expresses her concerns. The GM should read Mitsuki's lines while watching the PC's reaction.

In the third scene, PC② appears and has a conversation with Shinonome Akatsuki. If the PL agrees, it's suggested to jointly consider and enact a mock battle scene between PC② and Akatsuki. Akatsuki specializes in medium-to-long-range using rifles. In this scene, it would be good to portray her attack having a very low accuracy rate or Akatsukihaving hesitation in her movements.

Scene 1

On a night when the full moon shone brightly, a young girl was walking along a deserted road. The girl had brown hair tied in a ponytail and wore glasses, which suited her well.

Suddenly, she stopped walking and sighed while looking up at the night sky.

"I wish I could be like my sister."

Just as she was about to resume walking, she noticed a cat sitting right in the middle of the road.

"Nya~"

The cat let out a cute meow and began to affectionately wrap around her legs.

"Wha-what... a cat? What are you doing here?"

"Nya~"

"Wow, you're cute... You don't have a collar, are you a stray? You're unusually friendly for a stray."

As she began to walk, the cat followed her, sticking close to her side.

"Hmm... you're just too cute... Should I take you home?"

"My dorm allows pets, so... if you like me, why don't you keep following me? Like, 'nya'?"

Jokingly saying so, she became self-conscious and embarrassed. She picked up the cat and began to walk back to her student dormitory.

Held in her arms, the cat wore an eerie, almost sinister smile from an angle where she couldn't see.

Scene 2

PC① (and PC③) is a princess who attends Fairy Tale Academy. Been friends with Mitsuki for a long time, and now they both attend the same school and spend most of their time together.

However, recently Mitsuki has been acting a bit strange. She often sighs and seems to be undermining herself more frequently, saying things like, "I'm just..."

This morning, when you and Mitsuki were riding the bus to the academy as usual, she was just staring vacantly at the scenery outside.

Dialog (Shinonome Akatsuki):

"...Sigh."

"Oh... did I sigh again? I'm sorry."

"No, it's not a big deal."

"Well, actually... yesterday, I had an argument with my sister."

"Recently, I find myself being compared to her a lot..."

"So I guess I was feeling tired from that. I said something harsh to her yesterday."

"Because she said, 'Mitsuki, you don't have to push yourself too hard. Just be yourself.'"

"I know she said it because she cares about me..."

"But when I compare myself to her, I feel so insignificant, and it frustrates me."

"I've always looked up to her, but now I'm a bit afraid to even admire her."

"...Sorry for dumping all this on you first thing in the morning."

"Oh, by the way, changing the subject, I found a cat on the way back from club activities recently!"

"It's really cute!"

"Super friendly, and it has such a cute 'nya'!"

"If you'd like, you should come see it sometime!"

Scene 3

PC② is a princess attending Fairy Tail Academy and also a Void Hunter. Shinonome Akatsuki is your rival, a renowned Void Hunter whose name is known to everyone. The two of you had rented a stadium for mock battles during break, and were engaged in a one-on-one simulation fight.

However, unusually, Akatsuki's accuracy today is a bit off, and you quickly overwhelmed her.

After showing signs of pondering for a little bit, she looked towards you and started talking.

Dialog (Shinonome Akatsuki):

"...Whew, thank you for the match."

"PC②, your maneuvers are gradually getting better, although they are still quite lacking in in some places."

"...I'm not making excuses for losing, just so you know!"

"...Hmm? My aim? Well, yes."

"I haven't talk anyone about it, but PC②, would you mind listening to my concerns?"

"I had a fight with my younger sister yesterday."

"She doesn't seem to like being compared to me..."

"When I told her she doesn't have to push herself, she got really angry."

"What should I say to her, I wonder?"

"PC②, have you ever felt bad about being compared to someone else?"

"...Maybe when I get home, I'll try talking to Mitsuki again."

Investigation Part

In the investigation part, the PCs will go about investigating the issues concerning the Shinonome sisters.

Information Items

Shinonome Mitsuki's Worries

Required Tags (PC Number - 1)

Revealed Information

Mitsuki feels pressured when compared to her sister and has increasingly been belittling herself. Recently, her sister Akatsuki's accomplishments have been particularly impressive, leading to many around her comparing Mitsuki to Akatsuki or evaluating Mitsuki based on her sister. Furthermore, Mitsuki believes that she herself has no particular talents and is deeply troubled by this.

Acquired Tags:

#Complex

Shinonome Akatsuki's Regret

Required Tags (PC Number - 1)

Revealed Information

Akatsuki is felt slightly down after had a fight with her sister Mitsuki. In the past, Mitsuki had told her that Akatsuki is her role model. Because of this, Akatsuki has felt that she must continue to be the "ideal sister" Mitsuki looks up to. As a result, she ended up saying things that unintentionally push Mitsuki away. Akatsuki deeply regrets that she may hinder Mitsuki's growth.

Acquired Tags:

#Sisterly Misunderstanding

Interlude

During the Interlude, PLs and GM will review and check the flow of the scenario.

Additionally, players can exchange cards during the interlude. For more details, refer to page P112.

Combat Part

In the [Combat Part], the [Catastrophe] and [Princess's Sortie] are depicted sequentially.

Catastrophe

In [Catastrophe], Queen Void Circe brainwashes Mitsuki into becoming the Dark Princess. This scene takes place without the PCs being able to intervene. The GM should read the description slowly to the players.

Scene 1

Mitsuki is in her room, playing with her cat. The cat has grown even more attached to her since their first meeting and is rubbing its face against her hand. Mitsuki speaks to the cat in a gentle voice as if talking to herself.

Dialog (Shinonome Mitsuki):

"I've always loved my sister, and that's why I've always tried to copy her..."

"From sports, to study, even fashion... but I've never even come close to matching her."

"Even in music and cooking, areas where I started first, she has more talent..."

"I really... have nothing going for me, huh?"

"Did you know? Everyone refers to me as 'Akatsuki-san's sister.'"

"I haven't been able to become 'me' at all..."

Scene 2

The eyes of the cat, who has been watching Mitsuki the whole time, turn red. It leaps onto the desk, against light of full moon in the night sky. Then it starts to speak in human language.

Dialog (Cat):

"True, you can't become anything on your own, nya."

"But think about it, nya."

"It's because you have a sister, nya."

"In that case... such a nuisance should be eliminated, nya."

Scene 3

Mitsuki is shocked at the cat's words. The cat grins wickedly and sends an ominous energy wave towards Mitsuki.

Dialog (Cat Circe):

"I am Circe, one of the Queen Voids, nya!"

"Shinonome Mitsuki! Unleash your dormant power and become my faithful servant, nya!"

Scene 4

Mitsuki's body shakes violently, and she stands there in a daze.

When she opens her mouth, she tightly presses her lips together.

She tightly grasps the pendant hanging from her neck, activates "Precious On," and deploys her Dress Code.

Wings, red as flames, equip themselves on her back.

Dialog (Shinonome Mitsuki):

"I must... defeat my sister..."

"If I don't, I'll never become myself..."

"Precious On. With this Dress Code, I'll burn away her wings...!"

Princess's Sortie

In [Princess's Sortie], the PC will face off against Shinonome Mitsuki, who has become the Dark Princess. Scene 1 to 3 are scenes where the PC has not yet appeared. Therefore, GMs should read these descriptions slowly to convey them to the players.

In Scene 4, while reading the dialogues of Circe and Mitsuki, let the interactions with the PC occur. Then, once the dialogue and scene have settled down, announce the beginning of [Combat].

Scene 1

Shinonome Akatsuki was alone in the park. She finished her job as a Void Hunter and was on her way back to the student dorm. She sighed as she sat on a park bench in the middle of the night and began to mutter to herself.

Dialog (Shinonome Akatsuki):

"Ah... why did I say something like that..."

"What should I say to Mitsuki..."

"I really don't want her to push herself too hard..."

"Mitsuki is amazing just the way she is..."

Scene 2

Then, Shinonome Mitsuki, armed in her Dress Code, appears. Aims her weapons at her sister, Akatsuki.

Akatsuki tries to activate "Precious On" on the spot but is too emotionally disturbed to draw out the Precious Energy effectively.

Dialog (Shinonome Mitsuki):

"...Found you. So you were here, dear sister."

"Come on, activate Precious On already."

"I'll burn away your wings."

"Why...? It's obvious... I came to defeat you...!"

Dialog (Shinonome Akatsuki):

"Mits...uki?"

"Wait! Why...?"

"Mitsuki... I... I am...!"

Scene 3

Next to Mitsuki, the Queen Void cat Circe appears. Circe shouts at Mitsuki.

Dialog (Circe):

"That's right, nya! Let's make her despair too, nya!"

"Torture her to the fullest in that form and carve an unforgettable wound into her, nya!"

"Now, Mitsuki! Enhance your Precious Energy even more, nya!"

Scene 4

The moment Mitsuki tries to swing down her weapon, you step in between them.

Circe and Mitsuki speak to you.

Dialog (Circe):

"Princess! Don't interfere, nya!"

"Mitsuki! Eliminate them first, nya!"

"Dimensional transfer device activate! Now manifest here, my subordinate, Bloody Mage!"

"Now, show them the power of darkness, nya!"

Dialog (Shinonome Mitsuki):

"If you're going to stand on my way from defeating my sister... I won't show mercy, no matter who you are..."

"Don't interfere...!"

Relepay your lines and activate "Precious On". After that, enter combat against [Dark Princess Shinonome Mitsuki x 1] and [Bloody Mage x (Number of PCs)].

When you perform the scene for "Precious On," you can draw one card from the deck. For more details, refer to P112.

About the Battle

At the start of combat, place Shinonome Mizuki (Dark Princess) on square d7. Place the Bloody Mages on squares c7, e7, and f7 (in case of 3 PCs).

Shinonome Mizuki (Dark Princess) primarily attacks using her Right Hand's ⟨Ignition Dagger⟩ and her Left Hand's ⟨Blastia Finger⟩. Although these ⟨Armaments⟩ have high power, they suffer from a short range. However, by utilizing the effects of her Top equipment ⟨Magical Silk Hat⟩, Bottom equipment ⟨All-Range Assister⟩, and ⟨Special Technique⟩ ⟨Aim Pluss⟩, she can extend her range. Additionally, once per scenario, she can use ⟨Special Technique⟩ like ⟨Multi-Lock⟩ or Dark Drive's ⟨Darkness Bind⟩ to target multiple enemies with powerful attacks.

At the beginning of combat, actively use these ⟨Armaments⟩ and initiate attacks even on distant enemies. If your hand gets low in the endgame, use "Hi-Speed Maneuver" to replenish your hand.

Bloody Mages will support Shinonome Mizuki (Dark Princess) with their Top ⟨Turbulence⟩ and Bottom ⟨Grand Progress⟩. If they have the same number in their hand, they will prioritize attacking the PCs with higher current HP using their Right Hand's ⟨Fireball⟩ or Left Hand's ⟨Ice Ball⟩.

In this [Combat], victory is achieved by rendering all enemies [incapacitated]. If the PCs win, they obtain the following scenario tags.

Acquired Tags:

#Identity

Ending Part

In the Ending Part, we'll sequentially depict [Precious Aid] and [The End of the Story].

Precious Aid

In [Precious Aid], the PCs will provide aid to Shinonome Mizuki (Dark Princess).

Defeating Mizuki does not mean her heart will return to its original state. If you can't free her from the dark precious energy, she will either become the Dark Princess again or, in the worst-case scenario, die.

Examples for enacting [Precious Aid] include providing encouraging words to address Mizuki's intense feelings of inferiority, pushing her towards growth she herself desires, or displaying a supportive attitude. GMs should adopt any enactments the players think up as much as possible.

For the detailed of [Precious Aid], please refer to P113.

Scene 1

When Shinonome Mizuki's Precious Protect disappears, her Dress Code also stops functioning.

Circe screams, "Remember this!!" and disappears. However, the darkness engulfing Mizuki does not disappear. She falls to her knees and slowly speaks.

Dialog (Shinonome Mizuki):

"I... I have... nothing..."

"No one even sees me..."

"Even though I should love my sister!"

"Even though I should be proud of my sister's achievements..."

"Why is this so painful?"

Dark Heart

Shinonome Mizuki's Growth: Required tags (Number of PCs)

The End of the Story

In [The End of the Story], we depict the sequel to the scenario. Due to the PCs' actions, Shinonome Mizuki aims to find a new world where she can shine. Also, Shinonome Akatsuki accepts Mizuki's growth and dreams of reaching greater heights herself.

Scene 1

PC① (and PC③) were at a famous café for delicious parfaits with Shinonome Mizuki after a Fairy Tale class. Mizuki invited them because she wanted to eat something sweet.

Dialog (Shinonome Mizuki):

"Thank you for coming with me. I always wanted to come here!"

"So, should I get this Ultra Super Miracle Deluxe Parfait..."

"Hey, can I ask you something weird?"

"Will you continue to be friends with me?"

"I want to find many 'likes' of my own. If I try various things and find what I love most, that will be where I can shine."

"So, I want you to watch my growth in the future."

"Is this too selfish...?"

Scene 2

PC② was engaged in a one-on-one mock battle with Shinonome Akatsuki. That day Akatsuki was in top form, and both had multiple draws. After a few matches, she speaks to PC②.

Dialog (Shinonome Akatsuki):

"Thank you for the match!"

"Hehe, how was it? Am I improving?"

"I've been able to talk a lot with Mizuki since then."

"Mizuki says she's fine even when compared to me. She's going to look for her own world where she can shine."

"Upon hearing that, I too have a goal now."

"I want to fly higher than anyone else. I want to be stronger, more beautiful, and more bright!"

"I'll become the ultimate princess that everyone aspires to!"

"For that, I need a rival... I need you."

"Please continue to support me!"

After the Ending part is over, end the session and move on to [After Play] (P114).

Bloody Mage

Mob

Type: Witch

HP: 15 **TP: -**

SS: 5 **Move: 2**

[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

♠ **Right: Fireball (A/10/3~4/1)**
None

♣ **Left: Ice Ball (A/5/3~4/3)**
None

♡ **Top: Turbulence (A/0/0/0)**
Draw 1 card from discard pile and add it to your hand (no Joker).

◊ **Bottom: Grand Progress (A/0/0/0)**
Increase +2 to Power of all Ally's Armament for 1 turn

A medium-sized Void resembling a person in red robe. It's around 2 meters tall and moves by walking upright like a human. It is equipped with small firearms on both arms and engages in combat by firing molten and freezing projectiles.

Dark Princess (Melee Type)

Dark Princess

Type: Dark Princess

HP: 70 (100) **TP: 25 (40)**

SS: 7 **Move: 3**

[Use the value inside ( ) when there are 3 PC or more]

Special Technique (TP Cost)

Aim Plus (1)
Increase the Maximum Range of all your equipped Armaments by +1 for 1 turn.

Overclock (3)
Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

Multi-lock (3)
Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.

Special Function

Hi-Speed Maneuver
During combat, at any time, draw 5 cards from the deck and add them to your hand. Can be used once per Scenario.

Dark Drive (Timing)

Darkness Bind (Action Phase)
During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)
Can use by discarding 1 card from your hand. You can move 1 Square before selecting targets.

Joker: Chaotic Moon (A/10/1~∞/Can't)
Require 1 Joker to use. Can target all, can't reduce it damage, can't Additional Use with other Armaments. Can be used once per Scenario.

♠ **Right: Ignition Dagger (A/9/1/2)**
Upon use, you may discard 1 card from your hand to increase Power of this Armament by +5, and its Range to 1~3.

♣ **Left: Blastia Finger (A/20/1/1)**
Upon use, choose a suit and discard x number of that suit from your hand. Increase the Evasion Cost of this Armament by the number of cards discarded. But your Emergency Evasion cost also increased by +1 for 1 turn.

♡ **Top: Magical Silk Hat (P/0/0/0)**
Decrease the Minimum Range of Armament equipped on ♣ Slot (Left) by -2 and increase the Maximum Range by +2.

◊ **Bottom: All-Range Assister (A/0/0/0)**
On next Type A Armament Attack, +5 to Power, -2 to Minimum Range, +2 Maximum Range.

Shinonome Mizuki, turned into a Dark Princess through Queen Void brainwashes. She fights using weapons enveloped in black flames, extending their range of attack.

Reference Work ②

Here, we introduce games, anime, etc., that can serve as image references for playing "PW".

When creating scenarios or characters, please consider referencing these works. However, not all session participants may know the same work in the same way. When creating scenarios or characters based on such works, avoid explanations that assume prior knowledge, or making statements/actions that might alienate those unfamiliar with the work.

Revue Starlight

Original creators: Bushiroad, Nelke Planning, Kinema Citrus

A story of selected stage girls from one of the country's top performing arts schools, Seisho Music Academy, participating in the "Revue Auditions" in a mysterious "underground theater" and having fierce duels. This is a new type of live entertainment that unfolds in both "musical" and "anime" formats. The passionate and confrontational attitude of these stage girls can be very instructive for creating characters and scenarios in "PW."

Busou Shinki

Vendor: Konami Digital Entertainment

An action figure series with "Mech+Girl" as one of its concepts. It has been adapted into various media forms, including manga, novels, games, and anime. As of February 2020, an arcade game titled "Busou Shinki: Armored Princess Battle Conductor" has been launched, where you can control your favorite Shinki and take pictures. The combination of cute girls and mechs has a significant impact on "PW."

Sailor Moon

Author: Naoko Takeuchi

A manga about a clumsy, crybaby junior high student 'Usagi Tsukino' who transforms into 'Sailor Moon,' a sailor-suited soldier of love and justice, to fight against evil spirits. The juxtaposition of the everyday and the extraordinary can serve as an image source for scenarios in "PW." The transformation scenes of the magical girls can also be utilized in the portrayal of "PW."

Megami Device

Vendor: Mynet games

A series of mecha musume plastic models based on the concept of "battle hobby." The world of "mecha musume" armed with "model weaponry" not only includes original characters but also collaborates with various works for merchandise. The variety of mecha representations, such as characters equipped with witch-themed mecha or ninja-themed mecha, provide significant inspiration for this series.

Lady Jewelpet

Original creators: Sanrio, Sega Toys

The story follows 'Momona,' who attends her admired older brother's wedding, and 'Ruby,' a cute bunny-shaped Jewelpet, as they aim to become a "Lady Jewel" at Jewel Palace, where candidates for Lady Jewel gather. The work depicts various relationships between girls and boys in a school setting, and can serve as a reference for scenarios that focus on the academy in "PW."

A Place Further Than The Universe

Production: Madhouse

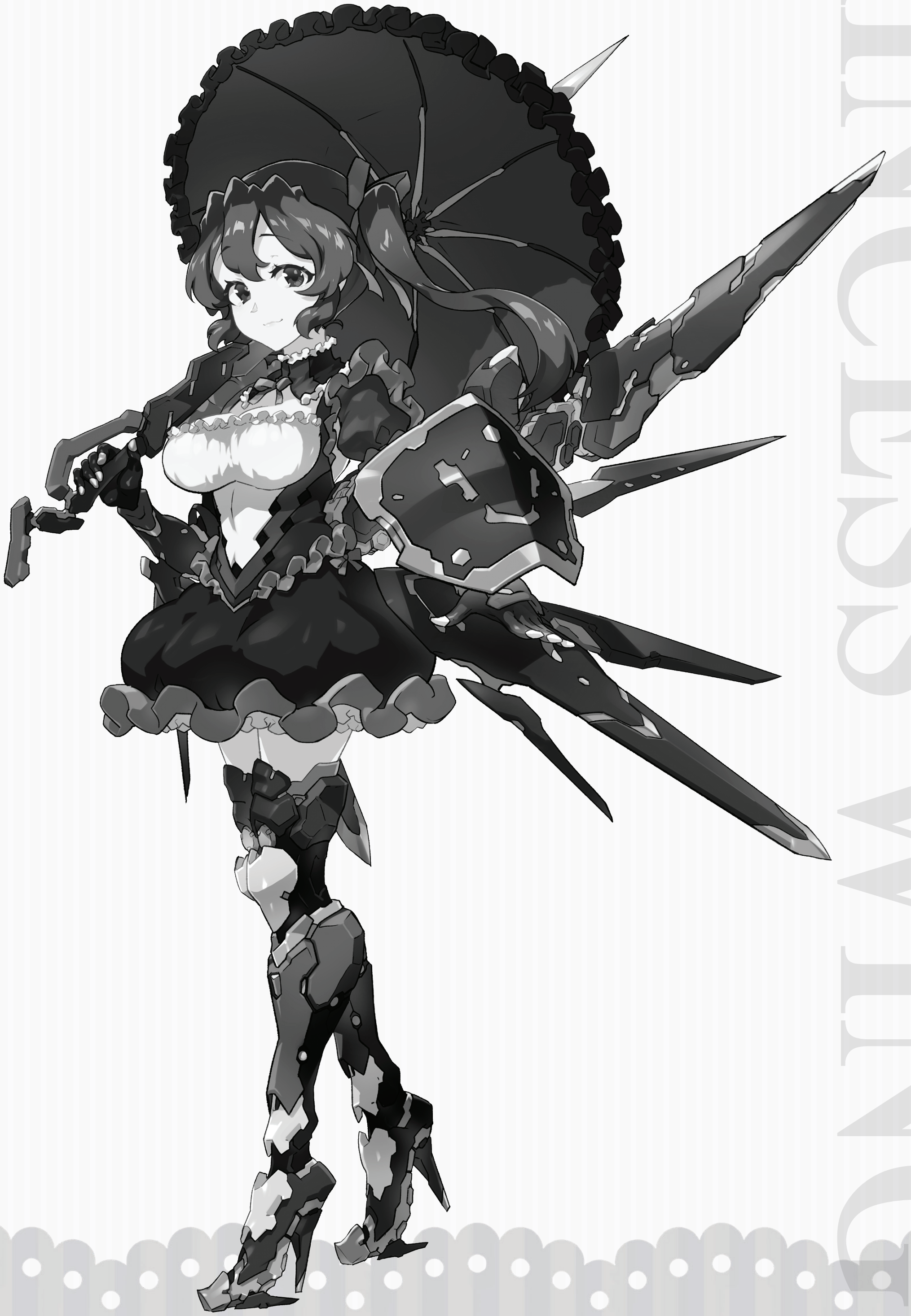
An anime that tells the story of a high school girl who wants to start something new but finds it difficult to take the first step, as she aims for Antarctica with various companions. The journey and growth of these girls provide an intense portrayal of youth, offering valuable perspectives for the theme of "girls' youth" in "PW."

Sound! Euphonium

Author: Ayano Takeda

A novel depicting the lives of high school students devoted to concert band. As they aim for national competitions, various characters struggle with exams, love, conflicts among friends, and family issues, all while carrying the unique worries of adolescence. The work has many aspects that can be referred to when creating scenarios in "PW."

APPENDIX



PRINCESS WING

武装少女RPG
プリンセスウイング
PRINCESS WING

Character Sheet

Character Name

Age

Gender

Spent EXP

Illustrations, notes, etc.

PL Name:

Life Tags

① Hobbies

② Special Talent

③ Current Passion

④ Strong Subject

⑤ Weak Subject

⑥ Committee

⑦ Clubs (Circles)

⑧ Part-Time Jobs

⑨ Favorite Food

⑩ Future Dreams

⑪ Motivation

⑫ Worries

⑬ Memories

Personal Flavors

Precious Gear Shape

Accessories

Hairstyle

Image Color

Connections ①

Connections ②

Special Techniques

Name	TP Cost	Effect	Page

Princess Core

Name	Max HP	Max TP	SS Value	Movement

Special Function	Effect	Page

Update Bonus	Effect	Page

Armaments

Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	
Auto	Cross Union	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be additionally used with others. Can used once per Scenario.	
Right ♠							
Left ♣							
Top ♡							
Bottom ♢							

Wing Drive

Name	Timing	Effect	Page

武装少女RPG

プリンセスウイング

PRINCESS WING

Variation Sheet

Character Name:

PL Name:

Princess Core:

Armament ①:

Armament ②:

Armament ③:

Armaments ①

Slot	Name	Type	Power	Range	Evasion	Effect	Page
Right ♠							
♣							
♡							
♢							

Armaments ②

Slot	Name	Type	Power	Range	Evasion	Effect	Page
♠							
♣							
♡							
♢							

Armaments ③

Slot	Name	Type	Power	Range	Evasion	Effect	Page
♠							
♣							
♡							
♢							

武装少女RPG
プリンセスウイング
PRINCESS WING

Record Sheet

Character Name:

PL Name:

GM Name:

Scenario Title:

Data:

HP

Max HP

Current Value

TP

Max TP

Current Value

Wing Drive

Name	Timing	Effect
		☐

Memo

Connection

Name	Relationship

EXP Table

Requirement	Point
Stay till the end of the Session	
Reached Scenario Clear	
Good Roleplay	
Helped other PLs	
Helped the Session progress	
Shared and talked about the session on social media	
Total:	

武装少女RPG
プリンセスウイング
PRINCESS WING

Session Sheet

GM Name:

Scenario Title:

Data:

Scenario Spec:

PC ①

Character Name	Princess Core	SS Value
PL Name	**Wing Drive**	**EXP Points**

PC ②

Character Name	Princess Core	SS Value
PL Name	**Wing Drive**	**EXP Points**

PC ③

Character Name	Princess Core	SS Value
PL Name	**Wing Drive**	**EXP Points**

Memo

GM EXP

Total PC's EXP
÷
Number of PL

武装少女RPG プリンセスウイング PRINCESS WING

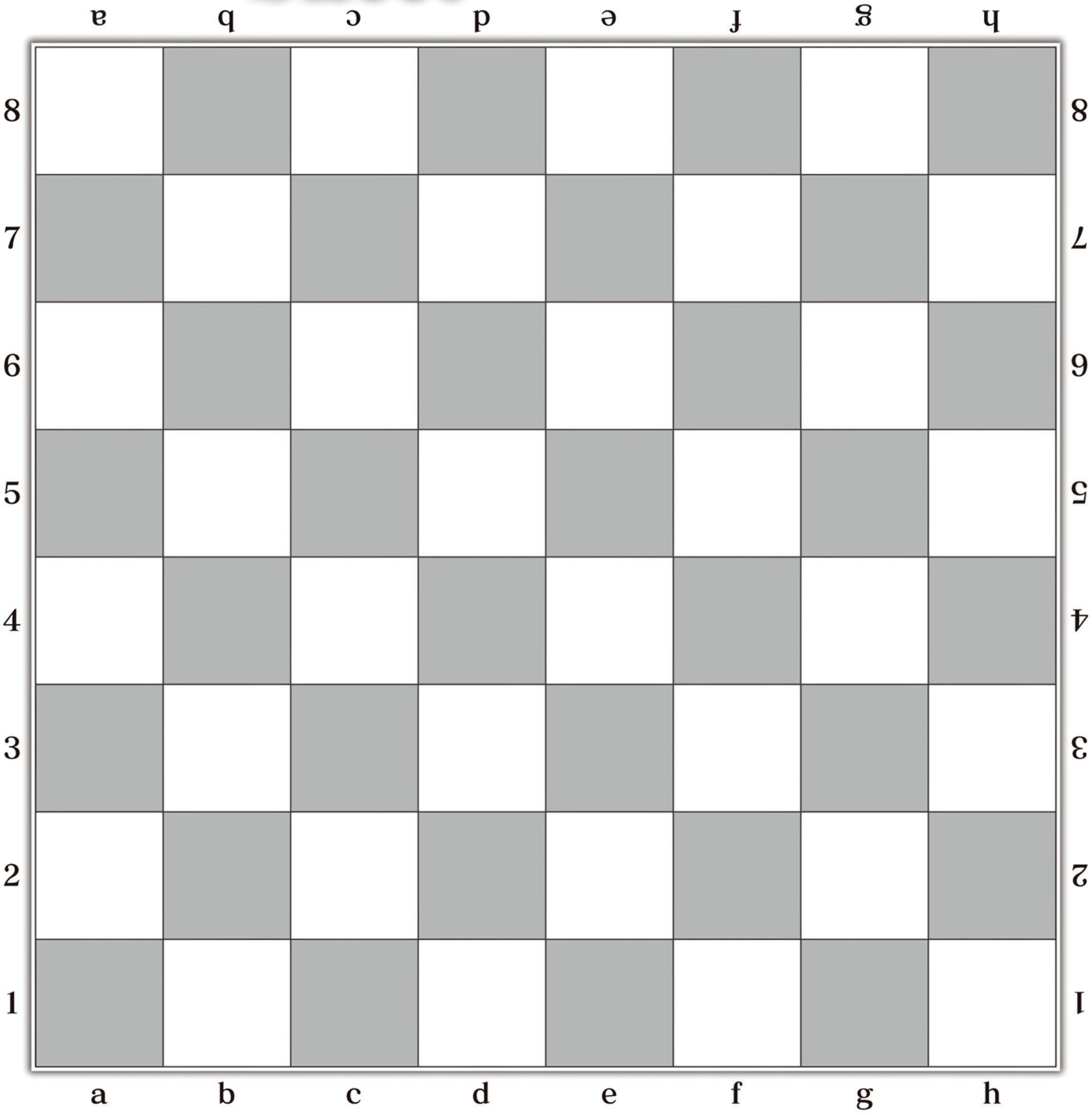
Combat Map Sheet

GM Name:

Scenario Title:

Data:

Scenario Spec:


a b c d e f g h
8 7 6 5 4 3 2 1
8 7 6 5 4 3 2 1
a b c d e f g h

Progress of the Investigation Part

Progression of the Investigation Scene

① Disclose the Information Items

Declare the start of the [Investigation Part]
Disclose [Information Item Name] and [Required Tag Point] to PLs

↓

② Investigation Scene

① Determine the Scene Player
② Specify the Information Item
③ Decide and Portray the Situation
④ Use Life Tags
⑤ GM's Judgment
⑥ Refill Hand
⑦ Revealing of Information
⑧ Acquisition of Scenario Tags
⑨ End of the Investigation Scene

↓

③ Conclusion of the Investigation Part

Ends once all [Information Items] are disclosed

Reveals Information Items

►The GM reveals the [Information Item] name and [Required Tags]'s points to the PL.

Investigation Scene

① Determine the Scene Player

►Decide which PC will be the central [Scene Player] in the scene.

►In the [Investigation Scene], PCs other than the [Scene Player] can also participate. Decide the timing of their appearance with approval with the [Scene Player].

② Specify the Information Item

►The [Scene Player] specifies the [Information Item] to investigate.

③ Decide and Portray the Situation

►The [Scene Player] takes the lead in deciding the specific situation for the [Investigation Scene].

►Once the situation is decided, the [Scene Player] directs the scene specifically.

④ Use Life Tag

►PCs participating in the [Investigation Scene] must submit one card from their hand and enact the corresponding [Life Tag] number.

►The use of [Life Tags] can be done at any time during the [Investigation Scene].

►All PCs appearing in the [Investigation Scene] can use [Life Tags]. However, if a PC other than the [Scene Player] wishes to use a [Life Tag], they must obtain approval from the [Scene Player] first.

► Within a single [Investigation Scene], one PC can use [Life Tags] two or more times. Additionally, multiple PCs can each use a [Life Tag] once. However, a single PC cannot use the same [Life Tag] multiple times.

⑤ GM's Judgment

► If the GM determines that the enactment of the [Life Tag] is "appropriate for the scene or the flow of the story" or that "the story is getting exciting," the GM will declare the [Life Tag] as effective.

► When the GM declares a [Life Tag] as effective, the [Tag Points] for the ongoing investigation information item will increase by one point.

► If the GM determines that the enactment of the [Life Tag] is "not suitable for the scene or the story," the GM will declare the [Life Tag] as ineffective, and the submitted card will be returned to the submitting PC's hand.

► Tag Points will accumulate across [Investigation Scenes].

⑥ Refill Hand

► If the use of [Life Tags] is deemed [Effective], the PC (Player Character) draws one card from the deck.

► If [Life Tags] are used more than twice and are deemed [Effective], the PC should draw cards from the deck equal to the number of times they used the tags.

► If the [Tag Points] reach the [Required Tags] point, proceed to the "Information Revealed" section.

⑦ Revealed Information

► If the [Tag Points] reach the [Required Tags] point for an [Information Item], the GM will reveal the content of the [Revealed Information] to all PCs.

⑧ Acquisition of Scenario Tags

► All PCs will acquire the [Scenario Tags] set for the [Information Item].

⑨End of the Investigation Scene

► Once all the procedures related to the use of [Life Tags] are completed, the [Investigation Scene] comes to an end.

► If all the content of the [Information Items] has been revealed at the point the [Investigation Scene] ends, transition to the [End of Investigation Part].

► If there are still [Information Items] that have not been revealed, commence the next [Investigation Scene].

End of Investigation Part

► Once all the [Information Items] have been disclosed, the [Investigation Part] comes to an end.

Combat Rules

Combat Space

► The [Combat Space] is a grid divided into 8 vertical squares by 8 horizontal squares.
► Within a single square of the [Combat Space], only one character can exist, regardless of whether they are an enemy or an ally.
► If another character tries to enter a square where a character already exists due to the effects of a 〈Special Technique〉 or 〈Armament〉, a [Collision] occurs.

Allies and Enemies

► Within the [Combat Space], there are two types of characters: [Allies] and [Enemies].
► In the effects of 〈Special Techniques〉, 〈Armaments〉, 〈Wing Drives〉, etc., descriptions like [One Ally] or [All Allies] include the activator of the effect (themselves).

Flow of the Round

① Starting Phase

► The GM declares the start of a new [Round]. After that, all characters become [Inaction].

② Action Order

► Compare the【SS Value】of [Inaction] characters, and the character with the highest【SS Value】becomes the [Action Character].
► If multiple allies (on the PC side) have the same【SS Value】, players consult among themselves to decide who becomes the [Action Character].
► If an enemy and ally have the same【SS Value】, the ally (on the PC side) will become the [Action Character] first.
► When all characters participating in the [Combat] have [Acted], move to the [Ending Phase].

③ Action Phase

► In the [Action Phase], you proceed through [Movement Timing], [Preparation Timing], and [Attack Timing] in that order.
► You can choose to skip any of these timings, but you cannot change the order.

Movement Timing

► The [Action Character] can declare [Basic Movement] and repeat [Movement] up to their【Movement Value】times.
► The [Action Character] can declare [Full Movement] and repeat [Movement] up to their【Movement Value +1】times. If [Full Movement] is performed, the next [Preparation Timing] is automatically skipped.
► Regardless of the type, a character's [Movement] occurs one square at a time. In the middle of repeated movements, each character can stop moving before reaching the number of times set by their【Movement Value】or effects.

Preparation Timing

► The [Action Character] selects one 〈Special Technique〉 or 〈Armament〉 that states [Used in Preparation Timing] to use.

Flow of a Round

① Start Phase

GM declares the start of the round.

↓

② Action Order

Determine characters performing the action phase.

↓ ↑

③ Action Phase

・Movement Timing
・Preparation Timing
・Attack Timing

If characters who have not Acted in "③ Action Phase" remain, return to "② Action Phase."
If everyone completes "③ Action Phase," proceed to "④ End Phase."

↓

④ End Phase

PL draws 2 cards from the deck.
GM draws [PC Count × 2] cards from the deck.
PL can exchange 1 card with another PL.
Return to "① Start Phase."

Attack Timing

► The [Action Character] declares which 〈Armament〉 they are using and submits a card from their hand corresponding to the suit of the 〈Armament〉.
► If the used 〈Armament〉 has a [Power] value set, you perform a [Armament Attack] against the enemy.
► If the used 〈Armament〉 has [Power:-], apply its [Effect].
► After applying the [Armament Attack] or [Effect], if you have another card in your hand with the same value as the submitted card, you can submit that card to make additional use of the 〈Armament〉.

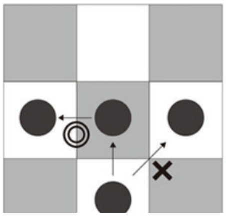
Damage Calculation

► The [Action Character] adds the number written in the [Power] of the 〈Armament〉 used for the [Armament Attack] and any increased values from 〈Special Techniques〉 or other 〈Armaments〉. The total value is called [Final Power].
► If the character who became the [Target] in the [Reaction Phase] used a 〈Armament〉 with a "Reduce Damage" effect, subtract that specified value from the [Final Power]. This becomes the [Damage].
► The [Target] character reduces their【HP】by the [Damage] amount.

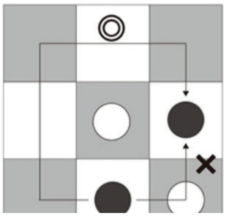
Additional Effects

► Some 〈Armaments〉 not only deal damage but also have various [Additional Effects].
► If multiple characters have [Additional Effects] after [Damage Calculation], they are processed in the order of [Action Character] → [Target].

Character Movement



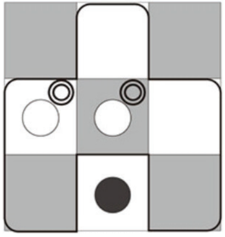
Movement is only possible to adjacent squares. When moving to a diagonal square, a 【Movement Value】of 2 is required.



It is not possible to pass through a square occupied by another character.

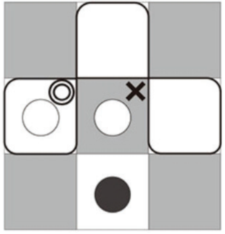
Armanent Range

Range 1~2



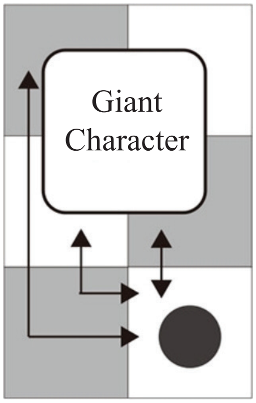
If the range has a span, characters within that range can be selected as targets for an attack.

Range 2



If the range does not have a span, only characters at the specified range can be selected as targets for an attack.

Giant Character



When a [Giant Character] attacks or is attacked, it can establish the [Range] on any square it occupies.

In the case of the left illustration, [Armaments] with ranges of 1, 2, and 3 can be used against each other.

After-Play - EXP Requirement

► Stay till the end of the Session + 1 EXP
► Reached Scenario Clear + 1 EXP
► Good Roleplay + 1 EXP
► Helped other PLs + 1 EXP
► Helped the Session progress + 1 EXP
► Shared and talked about the session on social media + 1 EXP

Update Bonus

Names	EXP	Effect
Output Enhancement	5	Add +2 to the power of all Armaments you are equipped with.
Protection Expansion	5	Increase your【Max HP】by +10 and your【Max TP】by +5.
Sharpening	5	Add +2 to your【SS Value】and +1 to your【Movement Value】.
Special Paint Job	5	Increase the number of Cards in your hand by +1 at the start of the Scenario (however, you cannot possess cards beyond the hand limit with this effect).
Sympathetic Link	7	You can perfom Preparation Timing twice during the Action Phase. This effect can be used only once per scenario.
Ray Tracing	7	You can select any number of Characters within your shooting range. This effect can be used only once per scenario.
Additional Armament	9	Upon using this update, create one variation. During combat, you can change your Armament to that Variation at any time. Also, you can revert back to your Armament back to the original set at any time during combat.
Potential Release	9	Can be used when you make a Armament attack. That Armament attack cannot be Emergency Evasion. This effect can be used only once per scenario.